Mr. *HOYLE*'s
GAMES
OF

Whiſt, Quadrille, Piquet, Cheſs, AND Back-Gammon,

COMPLETE,

In which are contained,

The Method of Playing and BETTING at THOSE GAMES, upon equal, or advantageous Terms.

INCLUDING

The LAWS of the ſeveral GAMES.

The SIXTEENTH EDITION.

To which are added,

Two new CASES at WHIST;

ALSO

The *New Laws* of the Game at *Whiſt*,

As played at

White's and *Saunders*'s Chocolate-Houſes.

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A SHORT

A SHORT
TREATISE
on the GAME of
WHIST.

CONTAINING

The LAWS of the GAME:

AND ALSO,

ne RULES whereby a Beginner may, with due Attention to them, obtain to the playing it well.

LCULATIONS for those who will bet the Odds on any Points of the Score of the Game then playing and depending.

SES stated, to shew what may be effected by a very good Player in critical Parts of the Game.

FERENCES to CASES, viz. at the End of the Rule, you are directed how to find them.

LCULATIONS, directing, with moral Certainty, how to play well any Hand or Game, by shewing the Chances of our Partner's having 1, 2, or 3 certain Cards.

With Variety of CASES added in the Appendix.

By EDMOND HOYLE, Gent.

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e Laws of the Game, and an Explanation of the Calculations which are necessary to be understood by those who would play it well.

AND ALSO

DICTIONARY for WHIST, *which resolves almost all the critical Cases that may happen at the Game.*

To which is added,

An ARTIFICIAL MEMORY:

r, An easy Method of assisting the Memory of those that play at the GAME of WHIST.

[redacted]

A SHORT

TREATISE

On the GAME of

WHIST.

THE Author of this Treatiſe did promiſe, if it met with Approbation, to make an Addition to it by Way of APPENDIX, which he has done accordingly.

It is neceſſary to premiſe, that thoſe, who intend to read this Treatiſe, are deſired to peruſe the following Calculations; and they need only charge their Memories with thoſe that are marked with a *N. B.* upon which the whole Reaſoning of this Treatiſe depends.

CALCULATIONS, *directing, with moral Certainty, how to play well any Hand or Game, by ſhewing the Chances of your Partner's having* 1, 2, *or* 3 *certain Cards.*

For EXAMPLE.

I Would know what is the Chance of his having one certain Card?

	againſt him.	for him.
Anſwer.		
That he has it not is, *N. B.*	2 to	1

II. I would know what is the Chance of his having two certain Cards?

	againſt him.	for him.
Anſwer.		
That he has one of them only, is	31 to	26
That he has not both of them,	17	2
But that he has one or both is about 5 to 4, or *N. B.*	25	32

III. I would alſo know what are the Chances of his having 3 certain Cards?

	for him.	againſt him.
Anſwer.		
That he holds one of them only, is 325 for him, to 378 againſt him, or about	6 to	7
That he has not 2 of them only, is 156 for him, to 547 againſt him, or about	2	7
That he has not all 3 of them, is 22 for him, to 681 againſt him, or about	1	31
But that he has 1 or 2 of them, is 481 for him to 222 againſt him, or about	13	6
And that he has 1, 2, or all 3 of them, is about *N. B.*	5	2

An

An Explanation and Application of the Calculations necessary to be understood by those who are to read this Treatise.

First CALCULATION.

IT is 2 to 1 that my Partner has not one certain Card.

To apply this Calculation, let us suppose the right-hand Adversary leads a Suit, of which you have the King, and one small Card only, you may observe that it is 2 to 1 by putting on your King, that the left-hand Adversary cannot win it.

Again, Let us suppose that you have the King, and three small Cards of any Suit, likewise the Queen, and three small Cards of any Suit, I would know which is the best Suit to lead from. *Answer*, From the King, because it is 2 to 1 that the Ace does not lie behind you; but it is 5 to 4 that the Ace or King of any Suit lies behind you, and consequently, by leading from your Queen-Suit, you play to a Disadvantage.

2*d* CALCULATION. It is 5 to 4 at least, that your Partner has 1 Card out of any two certain Cards; the like Odds is in Favour of your right-hand and left-hand Adversaries: therefore, suppose you have 2 Honours in any Suit, and knowing it is 5 to 4 that your Partner holds

holds one of the other 2 Honours, you do by this Knowlege play your Game to a greater Degree of Certainty.

Again, Let us ſuppoſe that you have the Queen and 1 ſmall Card in any Suit only, and that your right-hand Adverſary leads that Suit, if you put on your Queen, it is 5 to 4 that your left-hand Adverſary can win it, and therefore you play 5 to 4 to your Diſadvantage.

3*d* CALCULATION. It is 5 to 2 that your Partner has 1 Card out of any 3 certain Cards.

Therefore, ſuppoſe you have the Knave and 1 ſmall Card dealt you, and that your right-hand Adverſary leads from that Suit, if you put on the Knave, it is 5 to 2 that your left-hand Adverſary has either Ace, King, or Queen of the Suit led, and therefore you play 5 to 2 againſt yourſelf; beſides, there is a further Conſideration, by making a Diſcovery to your right-hand Adverſary, he fineſſes upon your Partner throughout that whole Suit.

And, in order to explain the Neceſſity there is of putting the loweſt of Sequences in all the Suits led, let us ſuppoſe that your Adverſary led a Suit of which you have the King, Queen, and Knave, or Queen, Knave, and Ten; by putting on your Knave of the Suit of which you have the King, Queen, and Knave, it gives your

your Partner an Opportunity of calculating the Odds for and againſt him in that Suit, and alſo in all inferior Suits of which you have Sequences.

A farther Uſe to be made of the foregoing Calculation: Let us ſuppoſe, that you have the Ace, King, and 2 ſmall Trumps, with a Quint-Major, or 5 other winning Cards in your Hand in any Suit, and that you have played Trumps two Rounds, and that each Perſon followed Trumps; in this Caſe there are 8 Trumps out, and 2 Trumps remaining in your Hand, which make 10, and 3 Trumps which are divided between the remaining 3 Players, of which 3 Trumps the Odds is 5 to 2 in your Favour that your Partner has 1; and therefore out of 7 Cards in your Hand, you are intitled to win 5 Tricks.

Some COMPUTATIONS *for laying of your Money at the Game of* WHIST.

With the Deal.

The Deal	is 21	to 20
1 Love	11	10
2	5	4
3	3	2
4	7	4
5 is 2 to 1 of the Game, and 1 of the Lurch	2	1
6	5	2
7	7	2
8	5	1
9 is about	9	2

With the Deal.

2	to 1	is 9	to 8
3	1	9	7
4	1	9	6
5	1	9	5
6	1	9	4
7	1	3	1
8	1	9	2
9	1 is about	4	1

With the Deal.

3	to 2	is 8	to 7
4	2	4	3
5	2	8	5
6	2	2	1
7	2	8	3

8 to

8 to 2 —— —— ——	4 to 1
9 2 —— —— ——	7 2

With the Deal.

4 to 3 —— —— ——	is 7 to 6
5 3 —— —— ——	7 5
6 3 —— —— ——	7 4
7 3 —— —— ——	7 3
8 3 —— —— ——	7 2
9 3 is about —— ——	3 1

With the Deal.

5 to 4 —— —— ——	is 6 to 5
6 4 —— —— ——	6 4
7 4 —— —— ——	2 1
8 4 —— —— ——	3 1
9 4 is about —— ——	5 2

With the Deal.

6 to 5 —— —— ——	is 5 to 4
7 5 —— —— ——	5 3
8 5 —— —— ——	5 2
9 5 is about —— ——	2 1

With the Deal.

7 to 6 —— —— ——	is 4 to 3
8 6 —— —— ——	2 1
9 6 is about —— ——	7 4

With the Deal.

8 to 7 is above —— ——	3 to 2
9 to 7 is about —— ——	12 to 8

8 to 9, upon the best Computation made at present, is about 3 and a half in the Hundred, in favour of 8 with the Deal; against the Deal, the Odds is still, though small, in favour of 8.

Calculations *at* Whist *for the* Whole Rubber.

SUPPOSE A and B are at Play, and that A is 1 Game, and 8 Love of the second Game, with the Deal.

Quere. What is the Odds throughout the Whole Rubber?

1 Game Love and 9 Love of the second Game (upon Supposition of 9 Love with the Deal) being nearly 6 to 1;

First Game and 9 Love of the second Game is nearly	13 to 1
First Game and 8 Love of the second Game is a little more than the former	13 to 1, &c.
First Game and 7 Love of the second is nearly	10 to 1
Ditto and 6 Love of the second is nearly	8 to 1
Ditto and 5 Love of the second is nearly	6 to 1
Ditto and 4 Love of the second is nearly	5 to 1
Ditto and 3 Love of the second is nearly	$4\frac{1}{2}$ to 1
Ditto and 2 Love of the second is nearly	4 to 1

Ditto

Ditto and 1 Love of the ſecond is nearly	7 to 2

The above Calculations are made with the Deal.

Againſt the Deal.

Suppoſe *A* and *B* are at Play, and that *A* is 1 Game and any Number of Points in the ſecond Deal:

Firſt Game and 9 Love of the ſecond is nearly	11 to 1
Ditto and 8 Love of the ſecond Game (is a little more)	11 to 1
Ditto and 7 Love of the ſecond is	9 to 1
Ditto and 6 Love of the ſecond Game is	7 to 1
Ditto and 5 Love of the ſecond Game is	5 to 1
Ditto and 4 Love of the ſecond Game is	4½ to 1
Ditto and 3 Love of the ſecond Game is	4 to 1
Ditto and 2 Love of the ſecond Game is	7 to 2
Ditto and one Love of the ſecond Game is nearly	6½ to 2

The Uſe which is to be made of the foregoing Calculations, may be made by dividing the Stake, according to the Tables herewith ſet down.

These Calculations have been approved of by some of the best Judges at Whist, &c.

CHAP. I.

Some GENERAL RULES *to be observed* by BEGINNERS.

WHEN you lead, begin with the best Suit in your Hand; if you have a Sequence of King, Queen, and Knave, or Queen, Knave, and Ten, they are sure Leads, and never fail gaining the Tenace to yourself or Partner in other Suits; and begin with the highest of the Sequence, unless you have 5 in Number: In that Case play the lowest (except in Trumps, when you must always play the highest) in order to get the Ace or King out of your Partner's or Adversary's Hand, by which Means you make Room for your Suit.

II.

If you have 5 of the smallest Trumps, and not one good Card in the other Suits, trump out; which will have this good Consequence at least, to make your Partner the last Player, and by that Means give him the Tenace.

III.

If you have 2 small Trumps only, with Ace and King of two other Suits, and a Deficiency of the fourth Suit, make as many Tricks as you can immediately; and if your Partner refuses

refuses either of your Suits, do not force him, because that may weaken his Game too much.

IV.

You need seldom return your Partner's Lead, if you have good Suits of your own to play, unless it be to endeavour to save or win a Game: What is meant by good Suits, is, in case you shall have Sequences of King, Queen, and Knave, or Queen, Knave, and Ten.

V.

If you have each 5 Tricks, and you are assured of getting 2 Tricks in your own Hand, do not fail winning them, in Expectation of scoring 2 that Deal; because if you lose the odd Trick, it makes 2 Difference, and you play 2 to 1 against yourself.

An Exception to the foregoing Rule is, when you see a Probability either of saving your Lurch or winning the Game, in either of which Cases you are to risk the odd Trick.

VI.

When you have a Probability of winning the Game, always risk a Trick or two, because the Share of the Stake, which your Adversary has by a new Deal, will amount to more than the Point or two which your risk by that Deal.

The foregoing Case refers to Chap. VI. Case 1, 2, 3, 4, 5, 6.

VII. If

VII.

If your Adverſary is 6 or 7 Love, and you are to lead, your Buſineſs in that Caſe is to riſk a Trick or two, in hopes of putting your Game upon an Equality; therefore admitting you have the Queen or Knave, and 1 other Trump, and no good Cards in other Suits, play out your Queen or Knave of Trumps; by which Means you will ſtrengthen your Partner's Game, if he is ſtrong in Trumps; if he is weak, you do him no Injury.

VIII.

If you are four of the Game, you muſt play for an odd Trick, becauſe it ſaves one half of the Stake which you play for; and, in order to win the odd Trick, though you are pretty ſtrong in Trumps, be cautious how you trump out. What is meant by Strength in Trumps, is, in caſe you ſhould have 1 Honour and 3 Trumps.

IX.

If you are 9 of the Game, and though very ſtrong in Trumps, if you obſerve your Partner to have a Chance of trumping any of your Adverſary's Suits; in that Caſe do not trump out, but give him an Opportunity of trumping thoſe Suits. If your Game is ſcored 1, 2, or 3, you muſt play the Reverſe; and alſo at 5, 6, or 7; becauſe, in theſe two laſt recited Caſes, you play for more than 1 Point.

X. If

X.

If you are laſt Player, and find that the third Hand cannot put on a good Card to his Partner's Lead, admitting you have no good Game of your own to play, return the Lead upon the Adverſary; which gives your Partner the Tenace in that Suit, and often obliges the Adverſary to change Suits, and conſequently gains the Tenace in that new Suit alſo.

XI.

If you have Ace, King, and four ſmall Trumps, begin with a ſmall one; becauſe it is an equal Wager that your Partner has a better Trump than the laſt Player: if ſo, you have three Rounds of Trumps; if not, you cannot fetch out all the Trumps.

XII.

If you have Ace, King, Knave, and three ſmall Trumps, begin with the King, and then play the Ace (except one of the Adverſaries refuſes Trumps) becauſe the Odds is in your Favour that the Queen falls.

XIII.

If you have King, Queen, and four ſmall Trumps, begin with a ſmall one, becauſe the Odds is on your Side that your Partner has an Honour.

XIV.

If you have King, Queen, Ten, and three ſmall Trumps, begin with the King, becauſe you have a fair Chance that the Knave falls in the ſecond Round, or you may wait to fineſſe your

your Ten upon the Return of Trumps from your Partner.

Refers to Chap. VII. Cafe 1, 2, 3.

XV.

If you have Queen, Knave, and four fmall Trumps, begin with a fmall one, becaufe the Odds is in your Favour that your Partner has an Honour.

XVI.

If you have Queen, Knave, Nine, and three fmall Trumps, begin with the Queen, becaufe you have a fair Chance that the Ten falls in the fecond Round; or you may wait to fineffe the Nine.

Refers to Chap. VII. Cafe 1, 2, 3.

XVII.

If you have Knave, Ten, and four fmall Trumps, begin with a fmall one, for the Reafons affigned in N° 15.

XVIII.

If you have Knave, Ten, Eight, and three fmall Trumps, begin with the Knave, in order to prevent the Nine from making a Trick, and the Odds is in your Favour that the three Honours fall in two Rounds.

XIX.

If you have fix Trumps of a lower Denomination, you are to begin with the loweft, unlefs you fhould have Ten, Nine, and Eight, and an Honour turns up againft you; in that Cafe, if you are to play through the Honour, begin

begin with the Ten, which obliges the Adversary to play his Honour to his Disadvantage, or leave it in your Partner's Option, whether he will pass it or not.

XX.

If you have Ace, King, and three small Trumps, begin with a small one, for the Reasons assigned in N° 15.

XXI.

If you have Ace, King, and Knave, and two small Trumps, begin with the King, which, next to a moral Certainty, informs your Partner that you have Ace and Knave remaining; and, by putting the Lead into your Partner's Hand, he plays you a Trump, upon which you are to finesse the Knave, and no ill Consequence can attend such Play, except the Queen lies behind you single.

Refers to Chap. VII. Case 1, 2, 3.

XXII.

If you have King, Queen, and three small Trumps, begin with a small one, for the assigned Reasons in N° 15.

XXIII.

If you have King, Queen, Ten, and two small Trumps, begin with the King, for the Reasons assigned in N° 21.

XXIV.

If you have the Queen, Knave, and three small Trumps, begin with a small one, for the Reasons assigned in N° 15.

XXV.

If you have Queen, Knave, Nine, and two ſmall Trumps, begin with the Queen, for the Reaſons aſſigned in N° 16.

XXVI.

If you have Knave, Ten, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXVII.

If you have Knave, Ten, Eight, and two ſmall Trumps, begin with the Knave, becauſe in two Rounds of Trumps it is Odds but that the Nine falls; or, upon the Return of Trumps from your Partner, you may fineſſe the Eight.

XXVIII.

If you have five Trumps of a lower Denomination, it is the beſt Play to begin with the loweſt, unleſs you have a Sequence of Ten, Nine, and Eight, in that Caſe begin with the higheſt of the Sequence.

XXIX.

If you have Ace, King, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXX.

If you have Ace, King, Knave, and one ſmall Trump, begin with the King, for the Reaſons aſſigned in N° 21.

XXXI.

If you have King, Queen, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXXII. If

XXXII.

If you have King, Queen, Ten, and one ſmall Trump, begin with the King, and wait for the Return of Trumps from your Partner, when you are to fineſſe your Ten, in order to win the Knave.

XXXIII.

If you have Queen, Knave, Nine, and one ſmall Trump, begin with the Queen, in order to prevent the Ten from making a Trick.

XXXIV.

If you have Knave, Ten, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXXV.

If you have Knave, Ten, Eight, and one ſmall Trump, begin with the Knave, in order to prevent the Nine from making a Trick.

XXXVI.

If you have Ten, Nine, Eight, and one ſmall Trump, begin with the Ten, which leaves it in your Partner's Diſcretion, whether he will paſs it or not.

XXXVII.

If you have Ten, and three ſmall Trumps, begin with a ſmall one.

CHAP.

CHAP. II.

Some PARTICULAR RULES *to be observed.*

I.

IF you have Ace, King, and four small Trumps, with a good Suit, you must play three Rounds of Trumps, otherwise you may have your strong Suit trumped.

II.

If you have King, Queen, and four small Trumps, with a good Suit, trump out with the King, because when you have the Lead again, you will have three Rounds of Trumps.

III.

If you have King, Queen, Ten, and three small Trumps, with a good Suit, trump out with the King, in Expectation of the Knave's falling at the second Round; and do not wait to finesse the Ten, for Fear your strong Suit should be trumped.

IV.

If you have Queen, Knave, and three small Trumps, with a good Suit, trump out with a small one.

V.

If you have the Queen, Knave, Nine, and two small Trumps, with a good Suit, trump out with the Queen, in Expectation of the Ten's falling at the second Round; and do not wait to finesse the Nine, but trump out a second Time,

Time, for the Reaſons aſſigned in Caſe III. in this Chapter.

VI.

If you have Knave, Ten, and three ſmall Trumps, with a good Suit, trump out with a ſmall one.

VII.

If you have Knave, Ten, Eight, and two ſmall Trumps, with a good Suit, trump out with the Knave, in Expectation of the Nine's falling at the ſecond Round.

VIII.

If you have Ten, Nine, Eight, and one ſmall Trump, with a good Suit, trump out with the Ten.

CHAP. III.

PARTICULAR GAMES, *and the Manner in which they are to be played, after a Learner has made ſome Progreſs in the Game.*

SUPPOSE you are elder Hand, and that your Game conſiſts of King, Queen, and Knave of one Suit; Ace, King, Queen, and two ſmall Cards of another Suit; King and Queen of the third Suit, and three ſmall Trumps: *Query*, How is this Hand to be played? You are to begin with the Ace of your beſt Suit (or a Trump) which informs your Partner that you have the Command of that Suit; but you are not to proceed with the King of the ſame Suit, but you muſt play a Trump

Trump next; and if you find your Partner has no Strength to support you in Trumps, and that your Adversary plays to your weak Suit, *viz.* the King and Queen only, in that Case play the King of the Suit which belongs to the best Suit; and if you observe a Probability of either of your Adversaries being likely to trump that Suit, proceed then and play the King of the Suit of which you have King, Queen, and Knave. If it should so happen, that your Adversaries do not play to your weakest Suit, in that Case, though apparently your Partner can give you no Assistance in Trumps, pursue your Scheme of trumping out as often as the Lead comes into your Hand: By which Means, supposing your Partner to have but two Trumps, and that your Adversaries have four each, by three Rounds of Trumps, there remain only two Trumps against you.

II.

Elder Hand.

Suppose you have Ace, King, Queen, and one small Trump, with a Sequence from the King of five in another Suit, with four other Cards of no Value. Begin with the Queen of Trumps, and pursue the Lead with the Ace, which demonstrates to your Partner, that you have the King: And as it would be bad Play to pursue Trumps the third Round, till you have first gained the Command of your great Suit, by stopping thus, it likewise informs your

your Partner that you have the King, and one Trump only remaining; becaufe, if you had Ace, King, Queen, and two Trumps more, and Trumps went round twice, you could receive no Damage by playing the King the third Round. When you lead Sequence, begin with the loweft, becaufe if your Partner has the Ace he plays it, which makes Room for your Suit. And fince you have let your Partner into the State of your Game, as foon as he has the Lead, if he has a Trump or two remaining, he will play Trumps to you, with a moral Certainty that your King clears your Adverfaries Hands of all their Trumps.

III.

Second Player.

Suppofe you have Ace, King, and two fmall Trumps, with a Quint-Major of another Suit; in the third Suit you have three fmall Cards, and in the fourth Suit one. Your Adverfary on your Right-hand begins with playing the Ace of your weak Suit, and then proceeds to play the King: In that Cafe, do not trump it, but throw away a lofing Card, and if he proceeds to play the Queen, throw away another lofing Card; and do the like the fourth Time, in Hopes your Partner may trump it, who will in that Cafe play a Trump, or will play to your ftrong Suit. If Trumps are played, go on with them two Rounds, and then proceed to play your ftrong Suit; by which Means, if there

there happens to be four Trumps in one of your Adversaries Hands, and two in the other, which is nearly the Case, your Partner being intitled to have three Trumps out of the nine, consequently there remain only six Trumps, between the Adversaries; your strong Suit forces their best Trumps, and you have a Probability of making the odd Trick in your own Hand only; whereas if you had trumped one of your Adversaries best Cards, you had so weakened your Hand, as probably not to make more than five Tricks without your Partner's Help.

IV.

Suppose you have Ace, Queen, and three small Trumps; Ace, Queen, Ten, and Nine of another Suit; with two small Cards of each of the other Suits: Your Partner leads to your Ace, Queen, Ten, and Nine; and as this Game requires rather to deceive your Adversaries, than to inform your Partner, put up the Nine, which naturally leads the Adversary to play Trumps, if he wins that Card. As soon as Trumps are played to you, return them upon your Adversary, keeping the Command in your own Hand. If your Adversary who led Trumps to you, puts up a Trump which your Partner cannot win, if he has no good Suit of his own to play, he will return your Partner's Lead, imagining that Suit lies between his Partner and yours: If this Finesse of yours should succeed, you will be a great

Gainer by it, but ſcarcely poſſible to be a Loſer.

V.

Suppoſe you have Ace, King, and three ſmall Trumps, with a Quart from a King, and two ſmall Cards of another Suit, and one ſmall Card to each of the other Suits; your Adverſary leads a Suit of which your Partner has a Quart-major; your Partner puts up the Knave, and then proceeds to play the Ace: You refuſe to that Suit, by playing your looſe Card; when your Partner plays the King, your Right-hand Adverſary trumps it, ſuppoſe with the Knave or Ten, do not overtrump him, which may probably loſe you two or three Tricks by weakening of your Hand: But if he leads to the Suit of which you have none, trump it, and then play the loweſt of your Sequence, in order to get the Ace either out of your Partner's or Adverſary's Hand; which accompliſhed, as ſoon as you get the Lead, play two Rounds of Trumps, and then proceed to play your ſtrong Suit. Inſtead of your Adverſary's playing to your weak Suit, if he ſhould play Trumps, do you go on with them two Rounds, and then proceed to get the Command of your ſtrong Suit. But you will ſeldom find this laſt Method practiſed, except by moderate Players.

CHAP. IV.

Games to be played, with certain Observations whereby you are assured that your Partner has no more of the Suit played either by yourself or him.

I. *First Example.*

SUPPOSE you lead from Queen, Ten, Nine, and two small Cards of any Suit, the second Hand puts on the Knave, your Partner plays the Eight; in this Case, you having Queen, Ten, and Nine, it is a Demonstration, if he plays well, that he can have no more of that Suit. Therefore, by that Discovery, you may play your Game accordingly, either by forcing him to trump that Suit, if you are strong in Trumps, or by playing some other Suit.

II. *Second Example.*

Suppose you have King, Queen, and Ten of a Suit, and you lead your King, your Partner plays the Knave, this demonstrates he has no more of that Suit.

III. *Third Example, which varies from the two former.*

Suppose you have King, Queen, and many more of a Suit, and you begin with the King, in some Cases it is good Play in a Partner, when he has the Ace and one small Card in that Suit only, to win his Partner's King with his Ace; for suppose he is very strong in Trumps, by taking his Partner's King with the Ace, he trumps

trumps out, and after he has cleared the Board of Trumps, he returns his Partner's Lead; and having parted with the Ace of that Suit, he has made Room for his Partner to make that whole Suit, which possibly could not have been done if he had kept the Command in his Hand.

And supposing his Partner has no other good Card in his Hand besides that Suit, he loses nothing by the Ace's taking of his King; but if it should so happen that he has a good Card to bring in that Suit, he gains all the Tricks which he makes in that Suit, by this Method of Play: And as your Partner has taken your King with the Ace, and trumps out upon it, you have Reason to judge he has one of that Suit to return you; therefore do not throw away any of that Suit, even to keep a King or Queen guarded.

CHAP. V.

Particular Games *both to endeavour to deceive and distress your Adversaries, and to demonstrate your Game to your Partner.*

I. *First Example.*

SUPPOSE I play the Ace of a Suit of which I have Ace, King, and three small ones; the last Player does not chuse to trump it, having none of the Suit; if I am not strong enough in Trumps, I must not play out the King, but keep the Command of that Suit in my Hand by playing of a small one, which I must do in order to weaken his Game.

II. *Second Example.*

If a Suit is led, of which I have none, and a moral Certainty that my Partner has not the best of that Suit, in order to deceive the Adversary I throw away my strong Suit; but to clear up Doubts to my Partner, when he has the Lead I throw away my weak Suit. This Method of Play will generally succeed, unless you play with very good Players, and even with them, you will oftener gain than lose by this Method of Play.

CHAP. VI.

Particular Games *to be played, by which you run the Risk of losing one Trick only to gain three.*

I. *First Example.*

SUPPOSE Clubs to be Trumps, a Heart is played by your Adversary; your Partner, having none of that Suit, throws away a Spade; you are then to judge his Hand is composed of Trumps and Diamonds; and suppose you win that Trick, and being too weak in Trumps, you dare not force him; and suppose you shall have King, Knave, and one small Diamond; and further, suppose your Partner to have Queen and five Diamonds; in that Case, by throwing out your King in your first Lead, and your Knave in your second, your Partner and you may win five Tricks in that Suit; whereas if you had led a small Diamond, and your Partner's Queen having been won with the Ace, the King and Knave remaining in

your Hand, obſtructs his Suit: And though he may have the long Trump, yet by playing a ſmall Diamond, and his long Trump having been forced out of his Hand, you loſe by this Method of Play three Tricks in that Deal.

II. *Second Example.*

Suppoſe, in the like Caſe of the former, you ſhould have Queen, Ten, and one ſmall Card in your Partner's ſtrong Suit; which is to be diſcovered by the former Example; and ſuppoſe your Partner to have Knave and five ſmall Cards in his ſtrong Suit; you having the Lead are to play your Queen, and when you play again, you are to play your Ten; and ſuppoſe him to have the long Trump, by this Method he makes four Tricks in that Suit; but ſhould you play a ſmall one in that Suit, his Knave being gone, and the Queen remaining in your Hand in the ſecond Round of playing that Suit, and the long Trump being forced out of his Hand, the Queen remaining in your Hand obſtructs the Suit, by which Method of Play you loſe three Tricks in that Deal.

III. *Third Example.*

In the former Examples you have been ſuppoſed to have had the Lead, and by that Means have had an Opportunity of throwing out the beſt Cards in your Hand of your Partner's ſtrong Suit, in order to make Room for the whole Suit; we will now ſuppoſe your Partner is to lead, and in the Courſe of Play,

 it

it appears to you that your Partner has one great Suit; suppose Ace, King, and four small ones, and that you have Queen, Ten, Nine, and a very small one of that Suit; when your Partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which means you see, in the third Round, you make your Queen, and having a small one remaining, you do not obstruct your Partner's great Suit; whereas if you had kept your Queen and Ten, and the Knave have fallen from the Adversaries, you had lost two Tricks in that Deal.

IV. *Fourth Example.*

Suppose in the Course of Play, as in the former Case, you find your Partner to have one great Suit, and that you have King, Ten, and a small one of that Suit; your Partner leads the Ace, in that Case play your Ten, and in the second your King: This Method is to prevent a Possibility of obstructing your Partner's great Suit.

V. *Fifth Example.*

Suppose your Partner has Ace, King, and four small Cards in his great Suit, and that you have Queen, Ten, and a small Card, in that Suit; when he plays his Ace, do you play your Ten, and when he plays his King, do you play your Queen; by which Method of Play you only risk one Trick to get four.

VI. *Sixth Example.*

We will now ſuppoſe you to have five Cards of your Partner's ſtrong Suit, *viz.* Queen, Ten, Nine, Eight, and a ſmall one; and that your Partner has Ace, King, and four ſmall ones; when your Partner plays the Ace, do you play your Eight; when he plays the King, do you play your Nine; and in the third Round, no Body having any of that Suit, except your Partner and you, proceed then to play the Queen, and then the Ten; and having a ſmall one remaining, and your Partner two, you thereby gain a Trick, which you could not have done but by playing the high Cards, and by keeping a ſmall one to play to your Partner.

CHAP. VII.

Particular Games *to be played when your Adverſary turns up an Honour on your Right-hand, with* Directions *how to play when an Honour is turned up on your Left-hand.*

I. *Firſt Example.*

SUPPOSE the Knave is turned up on your Right-hand, and that you have King, Queen, and Ten; in order to win the Knave, begin to play with your King; by which Method of Play, your Partner may ſuppoſe you to have Queen and Ten remaining, eſpecially if you have a ſecond Lead, and that you do not proceed to play your Queen.

II. *Second Example.*

The Knave being turned up as before, and that you have Ace, Queen, and Ten, by playing of your Queen, it anſwers the like Purpoſe of the former Rule.

III. *Third Example.*

If the Queen is turned up on your Right-hand, and that you have Ace, King, and Knave, by playing your King it anſwers the like Purpoſe of the former Rule.

IV. *Fourth Example.*

Suppoſe an Honour is turned up on your Left-hand, and ſuppoſe you ſhould hold no Honour, in that Caſe you are to play Trumps through that Honour; but in caſe you ſhould hold an Honour (except the Ace) you muſt be cautious how you play Trumps, becauſe, in caſe your Partner holds no Honour, your Adverſary will play your own Game upon you.

CHAP. VIII.

A CASE *to demonſtrate the Danger of forcing your Partner.*

I.

SUPPOSE *A* and *B* Partners, and that *A* has a Quint-Major in Trumps, with a Quint-Major and three ſmall Cards of another Suit, and that *A* has the Lead; and let us ſuppoſe the Adverſaries *C* and *D* to have only five Trumps in either Hand: In this Caſe, *A*, having the Lead, wins every Trick.

II. Sup-

II.

Suppose, on the contrary, *C* has five small Trumps, with a Quint-Major and three small Cards of another Suit, and that *C* has the Lead, who forces *A* to trump first, by which Means *A* wins only five Tricks.

III.

A CASE *to demonstrate the Advantage by a Saw.*

Suppose *A* and *B* Partners, and that *A* has a Quart-Major in Clubs, they being Trumps, another Quart-Major in Hearts, another Quart-Major in Diamonds, and the Ace of Spades: And let us suppose the Adversaries *C* and *D* to have the following Cards, *viz.* *C* has four Trumps, eight Hearts, and one Spade; *D* has five Trumps and eight Diamonds; *C* being to lead, plays an Heart, *D* trumps it; *D* plays a Diamond, *C* trumps it; and thus pursuing the Saw, each Partner trumps a Quart-Major of *A*'s, and *C* being to play at the ninth Trick, plays a Spade, which *D* trumps; thus *C* and *D* have won the nine first Tricks, and leave *A* with his Quart-Major in Trumps only.

The foregoing *Case* shews, that whenever you gain the Advantage of establishing of a Saw, it is your Interest to embrace it.

[*What follows in this Treatise is the Addition promised.*]

CHAP. IX.

Containing Variety of CASES, *intermixed with* CALCULATIONS, *demonstrating when it is proper, at second Hand, to put up the King, Queen, Knave or Ten, with one small Card of any Suit*, &c.

SUPPOSE you have four small Trumps, in the three other Suits you have one Trick secure in each of them; and suppose your Partner has no Trump, in that Case the remaining nine Trumps must be divided between your Adversaries; suppose five in one Hand, and four in the other, as often as you have the Lead, play Trumps; And suppose you should have four Leads, in that Case, you see your Adversaries make only four Tricks out of nine Trumps; whereas if you had suffered them to make their Trumps single, they might possibly have made nine Tricks.

By this Example, you see the Necessity there is of taking out two Trumps for one upon most Occasions.

Yet there is an Exception to the foregoing Rule, because if you find in the Course of Play, that your Adversaries are very strong in any particular Suit, and that your Partner can give you no Assistance in that Suit, in such a Case you are to examine your own, and also your Adversaries Scores, because by keeping one Trump

Trump in your Hand to trump ſuch Suit, it may be either a Means to ſave or win a Game.

II.

Suppoſe you have Ace, Queen, and two ſmall Cards of any Suit; your Right-hand Adverſary leads that Suit; in that Caſe, do not put up your Queen, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you have the Command of that Suit.

An Exception to the foregoing Rule is, in caſe you want the Lead, then you are to put up your Queen.

III.

Never chuſe to lead from King, Knave and one ſmall Card in any Suit, becauſe it is 2 to 1 that your Partner has not the Ace, and alſo 32 to 25, or about 5 to 4, that he has Ace or Queen; and therefore, as you have only about 5 to 4 in your Favour, and as you muſt have four Cards in ſome other Suit, ſuppoſe the Ten to be the higheſt, lead that Suit, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the laſt Player: And if the Ace of the firſt-mentioned Suit lies behind you, which is an equal Wager it ſhould ſo happen, in caſe your Partner has it not; in this Caſe, on your Adverſaries leading this Suit, you probably make two Tricks in it by this Method of Play.

IV.

Suppose in the Course of Play it appears to you, that your Partner and you have four or five Trumps remaining, when your Adversaries have none, and that you have no winning Card in your Hand, but that you have Reason to judge that your Partner has a thirteenth Card, or some other winning Card in his Hand; in that Case play a small Trump, to put the Lead into his Hand, in order to throw away any losing Card in your Hand, upon such thirteenth or other good Card.

CHAP. X.

Some DIRECTIONS *for putting up at second Hand, King, Queen, Knave, or Ten, of any Suit,* &c.

I.

SUPPOSE you have the King, and one small Card of any Suit, and that your Right-hand Adversary plays that Suit; if he is a good Player, do not put up the King, unless you want the Lead, because a good Player seldom leads from a Suit of which he has the Ace, but keeps it in his Hand (after the Trumps are played out) to bring in his strong Suit.

II.

Suppose you have a Queen, and one small Card of any Suit, and that your Right-hand Adversary leads that Suit; do not put on your Queen, because suppose the Adversary has led from the Ace and Knave, in that Case, upon the

the Return of that Suit, your Adverſary fineſſes the Knave, which is generally good Play, eſpecially if his Partner has played the King, you thereby make your Queen; but by putting on the Queen, it ſhews your Adverſary that you have no Strength in that Suit, and conſequently puts him upon fineſſing upon your Partner throughout that whole Suit.

III.

In the former Examples you have been informed, when it is thought proper to put up the King or Queen at ſecond Hand; you are likewiſe to obſerve, in caſe you ſhould have the Knave or Ten of any Suit, with a ſmall Card of the ſame Suit, it is generally bad Play to put up either of them at ſecond Hand, becauſe it is five to two that the third Hand has either Ace, King, or Queen of the Suit led; it therefore follows, that as the Odds againſt you are five to two, and tho' you ſhould ſucceed ſometimes by this Method of Play, yet in the main you muſt be a Loſer, becauſe it demonſtrates to your Adverſaries that you are weak in that Suit, and conſequently they fineſſe upon your Partner throughout that whole Suit.

IV.

Suppoſe you have Ace, King, and three ſmall Cards of a Suit, your Right-hand Adverſary leads that Suit; upon which you play your Ace, and your Partner plays the Knave. In caſe you are ſtrong in Trumps, you are to return a ſmall one in that Suit, in order to let

your

your Partner trump it: And this Consequence attends such Play, *viz.* you keep the Command of that Suit in your own Hand, and at the same Time, it gives your Partner an Intimation that you are strong in Trumps; and therefore, he may play his Game accordingly, either in attempting to establish a Saw, or by trumping out to you, if he has either Strength in Trumps, or the Command of the other Suits.

V.

Suppose *A* and *B*'s Game is scored 6, the Adversaries *C* and *D* is scored 7, and that 9 Cards are played out, of which *A* and *B* have won 7 Tricks, and suppose no Honours are reckoned in that Deal; in this Case *A* and *B* have won the odd Trick, which puts their Game upon an Equality; and suppose *A* to have the Lead, and that *A* has two of the smallest Trumps remaining, with two winning Cards of other Suits; and suppose *C* and *D* have the two best Trumps between them, with two other winning Cards in their Hands, *Quere*, How are you to play this Game? It is 11 to 3 that *C* has not the 2 Trumps; and likewise, 11 to 3 that *D* has them not: The Odds being so much in *A*'s Favour to win the whole Stake, it is his Interest to play a Trump; for suppose the Stake to be 70 *l.* depending, *A.* wins the whole Stake, if he succeeds by this Method of Play; but should he play the close Game, by forcing *C* or *D* to trump first, he having won the odd Trick already, and being sure of winning two more in his

his own Hand; by this Method his Game will be scored 9 to 7, which is about 3 to 2, and, therefore, *A*'s Share of the 70 *l.* will amount only to 42 *l.* and, by this Method, *A* only secures 7 *l.* Profit; but in the other Case, upon Supposition that *A* and *B* have 11 to 3 of the Stake depending, as aforesaid, by playing his Trump, he is entitled to 55 *l.* out of the 70 *l.* depending.

The foregoing Case being duly attended to, may be applied to the like Purpose in other Parts of the Game.

CHAP. XI.

Some DIRECTIONS *how to play when an Ace, King, or Queen, are turned up on your Right-hand,* &c.

I.

SUPPOSE the Ace is turned up on your Right-hand, and that you have the Ten and Nine of Trumps only, with Ace, King, and Queen of another Suit, and eight Cards of no Value, *Quere*, How must this Game be played? Begin with the Ace of the Suit of which you have the Ace, King, and Queen, which is an Information to your Partner that you have the Command of that Suit; then play your Ten of Trumps, because it is five to two that your Partner has King, Queen, or Knave of Trumps; and tho' it is about seven to two that your Partner has not two Honours, yet, should he chance

to

to have them, and they prove to be the King and Knave, in that Caſe, as your Partner will paſs your Ten of Trumps; and as it is 13 to 12 againſt the laſt Player for holding the Queen of Trumps, upon Suppoſition your Partner has it not, in that Caſe, when your Partner has the Lead, he plays to your ſtrong Suit, and upon your having the Lead, you are to play the Nine of Trumps, which puts it in your Partner's Power to be almoſt certain of winning the Queen if he lies behind it.

The foregoing Caſe ſhews, that turning up of an Ace againſt you, may be made leſs beneficial to your Adverſaries, provided you play by this Rule.

II.

If the King or Queen are turned up on your Right-hand, the like Method of Play may be made uſe of; but you are always to diſtinguiſh the Difference of your Partner's Capacity, becauſe a good Player will make a proper Uſe of ſuch Play, but a bad one ſeldom, if ever.

III.

Suppoſe the Adverſary on your Right-hand leads the Kings of Trumps, and that you ſhould have the Ace and four ſmall Trumps, with a good Suit; in this Caſe it is your Intereſt to paſs the King; and though he ſhould have King, Queen, and Knave of Trumps, with one more, if he is a moderate Player, he will play the ſmall one, imagining that his Partner has the Ace; when he plays the ſmall one, you are to paſs

paſs it, becauſe it is an equal Wager that your Partner has a better Trump than the laſt Player; if ſo, and that he happens to be a tolerable Player, he will judge you have a good Reaſon for this Method of Play, and conſequently, if he has a third Trump remaining he will play it, if not, he will play his beſt Suit.

IV.

A critical CASE *to win an odd Trick.*

Suppoſe *A* and *B* Partners againſt *C* and *D*, and ſuppoſe the Game to be Nine all, and ſuppoſe all the Trumps are played out, *A* being the laſt Player, has the Ace and four other ſmall Cards of a Suit in his Hand, and one thirteenth Card remaining; *B* has only two ſmall Cards of *A*'s Suit; *C* has Queen and two other ſmall Cards of that Suit; *D* has King, Knave, and one ſmall Card of the ſame Suit. *A* and *B* have won three Tricks, *C* and *D* have won four Tricks; it therefore follows that *A* is to win four Tricks out of the Six Cards in his Hand, in order to win the Game. *C* leads this Suit, and *D* puts up the King; *A* gives him that Trick, *D* returns that Suit, *A* paſſes it, and *C* puts up his Queen: Thus *C* and *D* have won ſix Tricks, and *C* imagining the Ace of that Suit to be in his Partner's Hand, returns it; by which Means *A* wins the four laſt Tricks, and conſequently the Game.

V. Sup-

V.

Suppose you ſhould have the King and five ſmall Trumps, and that your Right-hand Adverſary plays the Queen; in that Caſe do not put on your King, becauſe it is an equal Wager that your Partner has the Ace; and ſuppoſe your Adverſary ſhould have Queen, Knave, Ten, and one ſmall Trump, it is alſo an equal Wager that the Ace lies ſingle, either in your Adverſary's Hand or Partner's; in either of which Caſes it is bad Play to put on your King; but if the Queen of Trumps is led, and that you ſhould happen to have the King, with two or three Trumps, it is the beſt Play to put on the King, becauſe it is good Play to lead from the Queen and one ſmall Trump only; and in that Caſe, ſhould your Partner have the Knave of Trumps, and your Left-hand Adverſary hold the Ace, your neglecting to put on the King is the Loſs of a Trick.

CHAP. XII.

The Ten or Nine being turned up on your Right-Hand, &c.

I.

SUPPOSE the Ten is turned up on your Right-hand, and that you ſhould have King, Knave, Nine, and two ſmall Trumps, with eight other Cards of no Value, and that it is proper for you to lead Trumps, in that Caſe, begin with the Knave, in order to prevent the

Ten

Ten from making of a Trick; and though it is but about five to four that your Partner holds an Honour, yet if that ſhould fail, by fineſſing your Nine on the Return of Trumps from your Partner, you have the Ten in your Power.

II.

The Nine being turned up on your Right-hand, and that you ſhould have Knave, Ten, Eight, and two ſmall Trumps, by leading the Knave, it anſwers the like Purpoſe of the former Caſe.

III.

You are to make a wide Difference between a Lead of Choice, and a forced Lead of your Partner's; becauſe, in the firſt Caſe, he is ſuppoſed to lead from his beſt Suit, and finding you deficient in that Suit, and not being ſtrong enough in Trumps, and not daring to force you, he then plays his next beſt Suit; by which Alteration of Play, it is next to a Demonſtration that he is weak in Trumps: But ſhould he perſevere, by playing off his firſt Lead, if he is a good Player, you are to judge him ſtrong in Trumps, and it is a Direction for you to play your Game accordingly.

IV.

There is nothing more pernicious at the Game of Whiſt, than to change Suits often, becauſe in every new Suit you run the Riſk of giving your Adverſary the Tenace; and therefore, though you lead from a Suit of which you have

have the Queen, Ten, and three ſmall ones, and your Partner puts up the Nine only, in that Caſe, if you ſhould happen to be weak in Trumps, and that you have no tolerable Suit to lead from, it is your beſt Play to purſue the Lead of that Suit by playing your Queen, which leaves it in your Partner's Option whether he will trump it or not, in caſe he has no more of that Suit; but in your ſecond Lead, in caſe you ſhould happen to have the Queen or Knave of any other Suit, with one Card only of the ſame Suit, it would be better Play to lead from your Queen or Knave of either of theſe Suits, it being 5 to 2 that your Partner has one Honour at leaſt in either of thoſe Suits.

V.

If you have Ace, King, and one ſmall Card of any Suit, with four Trumps; if your Right-hand Adverſary leads that Suit, paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you gain a Trick by it; if otherwiſe, as you have four Trumps, you need not fear to loſe by it, becauſe when Trumps are played, you may be ſuppoſed to have the long Trump.

CHAP. XIII.

A CAUTION *not to part with the Command of your Adversary's great Suit, &c.*

I.

IN Case you are weak in Trumps, and that it does not appear that your Partner is very ſtrong in them, be very cautious how you part with the Command of your Adverſary's great Suit: For ſuppoſe your Adverſary plays a Suit of which you have King, Queen, and one ſmall Card only, the Adverſary leads the Ace, and, upon playing the ſame Suit, you play your Queen, which makes it almoſt certain to your Partner that you have the King; and ſuppoſe your Partner refuſes to that Suit, do not play the King, becauſe if the Leader of that Suit or his Partner have the long Trump, you riſk the loſing of three Tricks to get one.

II.

Suppoſe your Partner has ten Cards remaining in his Hand, and that it appears to you that they conſiſt of Trumps and one Suit only; and ſuppoſe you ſhould have King, Ten, and one ſmall Card of his ſtrong Suit, with Queen and two ſmall Trumps; in this Caſe, you are to judge he has five Cards of each Suit, and therefore you ought to play out the King of his ſtrong Suit; and if you win that Trick, your next Play is, to throw out the Queen of Trumps; if that likewiſe comes home, proceed

to

to play Trumps: This Method of Play may be made uſe of at any Score of the Game, except at 4 and 9.

III.

The TRUMP *turned up to be remembered.*

It is ſo neceſſary that the Trump turned up ſhould be known and remembered, both by the Dealer and his Partner, that we think it proper to obſerve, that the Dealer ſhould always ſo place that Card, as to be certain of having Recourſe to it: For ſuppoſe it to be only a 5; and that the Dealer has two more, *viz.* the 6 and 9, if his Partner trumps out with Ace and King, he ought to play his 6 and 9; becauſe, let us ſuppoſe your Partner to have Ace, King, and four ſmall Trumps; in this Caſe, by your Partner's knowing you have the 5 remaining, you may win many Tricks.

IV.

Your Right-hand Adverſary leads a Suit of which you have the Ten and two ſmall ones; the third Hand puts up the Knave, your Partner wins it with the King; when your Right-hand Adverſary leads that Suit again, and plays a ſmall one, do you put on your Ten, becauſe it may ſave your Partner's Ace, upon Suppoſition that your Right-hand Adverſary led from the Queen; you will ſeldom fail of Succeſs by this Method of Play.

V.

Suppose you have the best Trump, and that the Adversary *A* has one Trump only remaining, and that it appears to you that your Adversary *B* has a great Suit; in this Case, tho' you permit *A* to make his Trump, yet by keeping the Trump in your Hand, you prevent the Adversary *B* from making his great Suit; whereas, if you had taken out *A*'s Trump, it had made only one Trick Difference; but by this Method you probably save three or four Tricks.

VI.

The following CASE *happens frequently.*

That you have two Trumps remaining when your Adversaries have only one, and it appears to you that your Partner has one great Suit; in this Case always play a Trump, tho' you have the worst, because by removing the Trump out of your Adversaries Hands, there can be no Obstruction to your Partner's great Suit.

VII.

Suppose you should have three Trumps when no Body else has any, and that you should have only four Cards of any certain Suit remaining; in this Case play a Trump, which shews your Partner that you have all the Trumps, and also gives you a fair Chance for one of your Adversaries to throw away one Card of the aforesaid Suit; by which Means, supposing that Suit to have been once led, and once thrown away, makes

makes five, and four remaining in your Hand makes nine, there being only four remaining between three Hands, and your Partner having an equal Wager to hold a better Card in that Suit than the laſt Player, it therefore follows that you have an equal Chance to make three Tricks in that Suit, which probably could not have been done but by this Method of Play.

VIII.

Suppoſe you have five Trumps, and ſix ſmall Cards of any Suit, and you are to lead; the beſt Play is to lead from the Suit of which you have ſix, becauſe, as you are deficient in two Suits, your Adverſaries will probably trump out, which is playing your own Game for you; whereas had you begun with playing Trumps, they would force you, and conſequently deſtroy your Game.

CHAP. XIV.

Some Purchaſers of the TREATISE *in Manuſcript, diſpoſed of ſome Time ſince, having deſired a farther Explanation concerning the playing of Sequences, they are explained in the following Manner.*

I.

IN Trumps you are to play the higheſt of your Sequences, unleſs you ſhould have Ace, King, and Queen; in that Caſe play the loweſt, in order to let your Partner into the State of your Game.

II. In

II.

In Suits which are not Trumps, if you have a Sequence of King, Queen, and Knave, and two ſmall ones; whether you are ſtrong in Trumps or not, it is the beſt Play to begin with the Knave, becauſe by getting the Ace out of any Hand, you make Room for the whole Suit.

III.

And in caſe you are ſtrong in Trumps, ſuppoſing you ſhould have a Sequence of Queen, Knave, Ten, and two ſmall Cards of any Suit; in that Caſe, you ought to play the higheſt of your Sequence, becauſe, if either of the Adverſaries ſhould trump that Suit in the ſecond Round, by being ſtrong in Trumps, you fetch out their Trumps, and conſequently make the Remainder of that Suit.

The like Method may be taken, if you ſhould happen to have a Sequence by Knave, Ten, Nine, and two ſmall Cards of any Suit.

IV.

If you have a Sequence of a King, Queen, Knave, and one ſmall Card of any Suit, whether you are ſtrong in Trumps, or otherwiſe, play your King; and do the like by any inferior Sequences, if you have only four in Number.

V.

But if you ſhould happen to be weak in Trumps, you muſt always begin with the loweſt of the Sequence, in caſe you ſhould

have five in Number; for, suppose your Partner to have the Ace of that Suit, he then makes it; and where lies the Difference whether you or your Partner win a Trick? For if you had the Ace and four small Cards of any Suit, and are weak in Trumps, and led from that Suit, if you play well, you ought to play the Ace; if you are very strong in Trumps, you may play your Game as backward as you please; but if you are weak in Trumps, you must play the reverse.

VI.

Let us explain what is meant by being strong or weak in Trumps.

If you have Ace, King, and three small Trumps.

King, Queen, and three small Trumps.
Queen, Knave, and three small Trumps.
Queen, Ten, and three small Trumps.
Knave, Ten, and three small Trumps.
Queen, and four small Trumps.
Knave, and four small Trumps.

In any of the aforesaid Cases, you may be understood to be very strong in Trumps, and therefore you may play by the foregoing Rules, being morally assured of having the Command in Trumps.

If you have two or three small Trumps only, we understand you to be weak in them.

VII. What

VII.

What Strength in Trumps intitles you to force your Partner at any Point of the Game?

Ace, and three ſmall Trumps.

King, and three ſmall Trumps.

Queen, and three ſmall Trumps.

Knave, and three ſmall Trumps.

VIII.

If, by Accident, either you or the Adverſaries have forced your Partner (tho' you are weak in Trumps) if he has had the Lead, and does not chuſe to trump out, force him on as often as the Lead comes into your Hand, unleſs you have good Suits of your own to play.

IX.

If you ſhould happen to have only two or three ſmall Trumps, and that your Right-hand Adverſary leads a Suit of which you have none, trump it, which is an Information to your Partner that you are weak in Trumps.

X.

Suppoſe you have Ace, Knave, and one ſmall Trump, and that your Partner trumps to you, ſuppoſe from the King and three ſmall Trumps, *Query*, Whether it is the beſt Play to put on the Ace or Knave? and ſuppoſe your Right-hand Adverſary has three Trumps, and that your Left-hand Adverſary has the like Number; in this Caſe, by fineſſing of your Knave, and playing your Ace, if the Queen

is on your Right-hand, you win a Trick by it; but if the Queen is on your Left-hand, and you ſhould play the Ace, and then return the Knave, admitting your Left-hand Adverſary put on the Queen, which he ought to do, it is above 2 to 1 that one of the Adverſaries has the Ten, and conſequently you gain no Tricks by playing thus.

XI.

If your Partner has led from the Ace of Trumps, and ſuppoſe you ſhould have King, Knave, and one ſmall Trump, by putting on your Knave, and returning the King, it anſwers exactly the like Purpoſe of the former Rule.

In other Suits you may practiſe the like Method.

XII.

If you are ſtrong in Trumps, and that you have King, Queen, and two or three ſmall Cards in any other Suit, you may lead a ſmall one, it being 5 to 4 that your Partner has an Honour in that Suit; but if you are weak in Trumps, you ought to begin with the King.

XIII.

If your Right-hand Adverſary leads a Suit of which you have King, Queen, and two or three ſmall Cards of the ſame Suit, you being ſtrong in Trumps, may paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not,

by

by your Strength of Trumps, you need not fear making that Suit.

XIV.

If your Right-hand Adverſary leads a Suit of which you have King, Queen, and one ſmall Card, whether in Trumps or not, put on the Queen: Alſo, if you have Queen, Knave, and one ſmall Card, put on the Knave; and if you have Knave, Ten, and one ſmall Card, put on the Ten; by putting up the ſecond beſt, as aforeſaid, your Partner has an Expectation of your having a better Card or Cards in the ſame Suit; and, by Recourſe to the Calculations annexed to this Treatiſe, he may be able to judge what are the Odds for and againſt him.

XV.

If you ſhould have Ace, King, and two ſmall Cards in any Suit, being ſtrong in Trumps; if your Right-hand Adverſary leads that Suit, you may paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you gain a Trick by it; if otherwiſe, you need not fear to make your Ace and King, by your Strength in Trumps.

XVI.

If you ſhould have the Ace, Nine, Eight, and one ſmall Trump, and that your Partner leads the Ten; in that Caſe paſs it, becauſe unleſs the three Honours lie behind you, you are ſure of making two Tricks; do the like,

if you ſhould have the King, Nine, Eight, and one ſmall Trump; or the Queen, Nine, Eight, and one ſmall Trump.

XVII.

In order to deceive your Adverſaries, if your Right-hand Adverſary leads from a Suit of which you have Ace, King, and Queen, or Ace, King, and Knave, put on the Ace; becauſe that encourages the Adverſaries to play that Suit again: And though you deceive your Partner by this Method of Play, you alſo deceive your Adverſaries, which is of greater Conſequence in this Caſe; becauſe, if you had put on the loweſt of the Tierce-Major, or the Knave in the other Suit, your Right-hand Adverſary had made a Diſcovery that the Strength of that Suit was againſt him, and conſequently would have changed Suits.

XVIII.

Suppoſe you have Ace, Ten, and one ſmall Card, in any Suit; alſo the Ace, Nine, and one ſmall Card of any Suit, *Query*, Which of theſe Suits ought you to lead from? *Anſwer*, From the Suit of which you have the Ace, Nine, and one ſmall Card; for this Reaſon, it being an equal Wager that your Partner has a better Card in that Suit than the laſt Player; if not, let us then ſuppoſe that your Right-hand Adverſary leads from the King, or Queen, of the Suit of which you have the Ace, Ten, and one ſmall Card; in that Caſe it is an equal Wager that your Partner has a better Card in that Suit than

than the third Hand; if that happens to be the Case, upon the Return of the Suit, you lie Tenace, and consequently stand a fair Chance for three Tricks in that Suit.

XIX.

A CASE *to demonstrate the Tenace.*

Let us suppose *A* and *B* to play at Two-handed Whist, and let us suppose *A* to have the Ace, Queen, Ten, Eight, Six, and Four of Clubs, which, in Case *B* always leads, are six sure Tricks. Let us suppose he has the same Hand in Spades, which, in Case *B* always leads, are six more sure Tricks. We suppose *B* has the Remainder of these two Suits.

Let us suppose *B* to have the same Hand in Hearts and Diamonds, as *A* has in Spades and Clubs, and that *A* has the Remainder of the Hearts and Diamonds, which, in Case *A* always leads, are twelve sure Tricks also to *B*.

The foregoing Case shews that both Hands are exactly equal; and therefore let one of them name his Trumps, and lead, he wins thirteen Tricks only.

But if one names the Trumps, and the other leads, he that names the Trumps ought to win fourteen Tricks.

Those who would attain to the playing of WHIST to Perfection, must not be content only with being a Master of the Calculations contained in this Treatise, and also an exact Judge of all the general and particular Cases in the

ſame; but be a very punctual Obſerver of ſuch Cards as are thrown away, both by his Partner and Adverſaries, and at what Time: Whoever attends cloſely to theſe Particulars, are the moſt likely to attain their End.

CHAP. XV.

Additional CASES.

I.

WHEN it appears to you that the Adverſaries have three or four Trumps remaining, and that neither you nor your Partner have any, never attempt to force one Hand to trump, and to let the other throw away a loſing Card, but rather endeavour to find out a Suit in your Partner's Hand, in caſe you have no Suit in your own, by which Means you prevent them from making their Trumps ſeparate.

II.

Suppoſe *A* and *B* are Partners againſt *C* and *D*, and ſuppoſe nine Cards are played out; and alſo ſuppoſe eight Trumps are played out; and further ſuppoſe *A* to have one Trump only, and ſuppoſe his Partner *B* to have the Ace and Queen of Trumps, and ſuppoſe the Adverſaries *C* and *D* to have the King and Knave of Trumps between them. *A* leads his ſmall Trump, *C* plays the Knave of Trumps, *Query*, Whether *B* is to play his Ace or Queen of Trumps upon the Knave, becauſe *D* having four Cards in his Hand

Hand remaining, and *C* has only three; consequently, it is four to three in *B*'s Favour, that the King is in *D*'s Hand: If we reduce the Number of four Cards in a Hand to three, the Odds then is 3 to 2; and if we reduce the Number of three Cards in a Hand to two, the Odds then is 2 to 1 in Favour of *B*'s winning of a Trick, by putting on his Ace of Trumps. By the like Rule you may play all the other Suits.

III.

Let us ſuppoſe you have the thirteenth Trump, and alſo the thirteenth Card of any Suit in your Hand, and one loſing Card; and let us ſuppoſe you have only three Cards remaining, *Query*, Which of theſe Cards are you to play? *Anſwer*, You are to play the loſing Card, becauſe if you play the thirteenth Card firſt, the Adverſaries knowing you to have one Trump remaining, will not paſs your loſing Card, and therefore you play 2 to 1 againſt yourſelf.

IV.

Let us ſuppoſe that you have the Ace, King, and three ſmall Cards in any Suit, which has never been played; and let us ſuppoſe that it appears to you that your Partner has the laſt Trump remaining, *Query*, How are you to play theſe Cards to your greateſt Advantage? *Anſwer*, You are to lead a ſmall Card in that Suit, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the laſt Player; if ſo, and that there are only three

Cards in that Suit in any one Hand, it follows that you win five Tricks in that Suit; whereas, if you play the Ace and King in that Suit, it is 2 to 1 that your Partner does not hold the Queen, and consequently, by playing the Ace and King, it is 2 to 1 that you win only two Tricks in that Suit. This Method may be taken in case all the Trumps are played out, provided you have good Cards in other Suits to bring in this Suit; and you may observe, that you reduce the Odds of 2 to 1 against you to an equal Chance, by this Method of Play, and probably gain three Tricks by it.

V.

If you chuse to have Trumps played by the Adversaries, and that your Partner has led a Suit to you, of which you have the Ace, Knave, Ten, Nine, and Eight, or the King, Knave, Ten, Nine, and Eight, you are to play the Eight of either Suit, which probably leads the Adversary, if he wins that Card, to play Trumps.

VI.

Suppose you should have a Quart-Major in any Suit, with one or two more of the same Suit, and that it is necessary to let your Partner know that you have the Command of that Suit; in that Case, throw away the Ace of that Suit, upon any Suit of which you have none in your Hand, to clear up his Doubts, because the Odds is in your Favour that neither of the Adversaries have more than three in that Suit: The like

like Method may be taken if you have a Quart to a King; the Ace being played out, you may throw away the King; alſo, if you ſhould have a Quart to a Queen (the Ace and King being played out) you may throw away your Queen: All which lets your Partner into the State of your Game; and you may play by the like Rule in all inferior Sequences, having the beſt of them in your Hand.

VII.

There is ſcarcely any thing more commonly practiſed amongſt moderate Players, in caſe the King is turned up on their Left-hand, and that they have the Queen and one ſmall Trump only, to play out their Queen, in Hopes their Partner may win the King if it is put on; not conſidering that it is about 2 to 1 that their Partner has not the Ace; and admitting he has the Ace, they do not conſider that they play two Honours againſt one, and conſequently weaken their Game, the Neceſſity only of playing Trumps ſhould oblige them to play thus.

VIII.

A CASE *which frequently happens.*

A and *B* are Partners againſt *C* and *D*, and all the Trumps are played out except one, which *C* or *D* has; *A* has three or four winning Cards in his Hand of a Suit already played, with an Ace and one ſmall Card of another Suit; *Query*, Whether it is *A*'s beſt Play to

throw away one of his winning Cards, or the ſmall Card to his Ace-Suit? *Anſwer*, It is his beſt Play to throw away one of his winning Cards, becauſe, if his Right-hand Adverſary plays to his Ace-Suit, he has it in his Power to paſs it, and conſequently his Partner *B* has an equal Chance to have a better Card in that Suit than the third Hand; if ſo, and he has any forcing Card, or one of his Partner's Suit to play to, in order to force out the laſt Trump, his Ace remaining in his Hand, brings in his winning Cards; whereas, if *A* had thrown away the ſmall Card to his Ace-Suit, and that his Right-hand Adverſary had led that Suit, he had been obliged to put on his Ace, and conſequently had loſt ſome Tricks by this Method of Play.

IX.

Suppoſe ten Cards have been played out, and ſuppoſe it appears very probable that your Left-hand Adverſary has three Trumps remaining, *viz.* the beſt and two ſmall ones; and ſuppoſe you have two Trumps only, and that your Partner has no Trump; and ſuppoſe your Right-hand Adverſary plays a thirteenth or ſome other winning Card; in that Caſe paſs it, by which Means you gain a Trick, becauſe the Left-hand Adverſary muſt trump it.

X.

In order to let your Partner into the State of your Game, let us ſuppoſe you to have a Quart-Major in Trumps (or any other four beſt Trumps)

Trumps) if you are obliged to trump a Card, win it with the Ace of Trumps, and then play the Knave, or win it with the higheſt of any other four beſt Trumps, and then play the loweſt, which clears up your Game to your Partner; and by ſuch a Diſcovery, it may be the Means of winning many Tricks: You may practiſe the like Rule in all other Suits.

XI.

If your Partner calls at the Point of Eight before his Time, you are to trump to him, whether you are ſtrong in Trumps or Suits, or not; becauſe, as he calls before he is obliged to do ſo, it is a Declaration of his being ſtrong in Trumps.

XII.

Suppoſe your Right-hand Adverſary turns up the Queen of Clubs, and ſuppoſe, when he has the Lead, he plays the Knave of Clubs; and ſuppoſe you have the Ace, Ten, and one Club more, or the King, Ten, and one ſmall Card; *Query*, When he leads his Knave, whether you are to win it or not? *Anſwer*, You are not to win it, becauſe it is an equal Wager, when he leads his Knave of Clubs, you not having the King, that your Partner has it; alſo, it is an equal Wager, when he leads his Knave of Clubs, you not having the Ace, that your Partner has it, and conſequently you gain a Trick by paſſing it; which cannot be done, if you either put on your King or Ace of Clubs.

XIII.

A CASE *for a Slam.*

Let us ſuppoſe *A* and *B* Partners againſt *C* and *D*; and let us ſuppoſe *C* to deal; and let us ſuppoſe *A* to have the King, Knave, Nine, and Seven of Clubs, they being Trumps; a Quart-Major in Diamonds, a Tierce-Major in Hearts, and the Ace and King of Spades.

Let us ſuppoſe *B* to have nine Diamonds, two Spades, and two Hearts.

Alſo, Let us ſuppoſe *D* to have the Ace, Queen, Ten, and Eight of Trumps, with nine Spades.

And let *C* have five Trumps and Eight Hearts.

A is to lead a Trump, which *D* is to win, and *D* is to play a Spade, which his Partner *C* is to trump; *C* is to lead a Trump, which his Partner *D* is to win; when *D* is to lead a Spade, which *C* is to trump; and *C* is to play a Trump, which *D* is to win; and *D* having the beſt Trump is to play it; which done, *D* having ſeven Spades in his Hand wins them, and conſequently ſlams *A* and *B*.

CHAP. XVI.

Additional CASES *at* WHIST, *never publiſhed till* 1748.

I.

IF your Partner leads the King of a Suit, and that you have none of that Suit, paſs it, by throwing away a loſing Card (unleſs your

your Right-hand Adverſary has put on the Ace) becauſe, by ſo doing, you make Room for his Suit.

II.

Suppoſe your Partner leads the Queen of a Suit, and your Right-hand Adverſary wins it with the Ace, and returns that Suit; in caſe you have none of it, do not trump it, but throw away a loſing Card, which makes Room for your Partner's Suit. An Exception to this Manner of Play is, if you play for an odd Trick, and that you are very weak in Trumps, you may trump it.

III.

Suppoſe you have the Ace, King, and one ſmall Card of a Suit, and that your Left-hand Adverſary leads that Suit; and ſuppoſe you ſhould have four ſmall Trumps, and no Suit of Conſequence to lead from; and ſuppoſe your Right-hand Adverſary ſhould put up the Nine, or any lower Card; in this Caſe, win it with the Ace, and return the Lead upon the Adverſary, by playing the ſmall Card of that Suit; who will have Reaſon to judge that the King lies behind him, and conſequently will not put up his Queen if he has it; and therefore you have a fair Probability of winning a Trick by this Method of Play, at the ſame Time letting your Partner into the State of your Game.

IV. If

IV.

If your Partner forces you to trump a Card early in the Deal, you are to suppose him strong in Trumps, except at the Points of 4 or 9; and therefore, if you are strong in Trumps, you may play them.

V.

Suppose you call at the Point of 8, and your Partner has no Honour; and suppose you should have the King, Queen, and Ten; the King, Knave, and Ten; or the Queen, Knave, and Ten of Trumps; when Trumps are played always put on the Ten, which demonstrates to your Partner that you have two Honours remaining, and so he plays his Game accordingly.

VI.

Suppose your Right-hand Adversary calls at the Point of 8, and his Partner has no Honour; and suppose you should have the King, Nine, and one small Trump, or the Queen, Nine, and two small Trumps; when Trumps are played by your Partner put on the Nine, because it is about 2 to 1 that the Ten is not behind you, and so you play your Nine to an Advantage.

VII.

If you should happen to lead a Suit of which you have the Ace, King, and two or three more, when you play the Ace, if your Partner plays the Ten or Knave; and suppose you should have one single Card in your Hand in any other Suit, and two or three small Trumps only;

only; in this Caſe lead the ſingle Card, in order to eſtabliſh a Saw, and this Conſequence attends ſuch Play, *viz.* upon leading that Suit it gives your Partner an equal Chance of having a better Card in it than the laſt Player; whereas had he led that Suit to you, which is probable had been his ſtrong Suit, the Adverſary would have made the Diſcovery of your attempting to eſtabliſh a Saw, they would trump out, and ſo prevent your making your ſmall Trumps: By this Method of Play, your Partner will eaſily judge the Reaſon for your changing of Suits, and ſo play his Game accordingly.

VIII.

Suppoſe you have the Ace and Deuce of Trumps, and ſtrong in the three other Suits; if you are to lead, play your Ace, and next your Deuce of Trumps, in order to put the Lead into your Partner's Hand, to take out 2 Trumps for 1; and ſuppoſe the laſt Player wins that Trick, and that he leads a Suit of which you have the Ace, King, and 2 or 3 more, paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, he will then have an Opportunity of taking out two Trumps to one; when the Lead comes into your Hand, you are to endeavour to force out one of the two Trumps remaining, upon Suppoſition 11 Trumps are played out, and the Odds is ſtill in your Favour that your Partner has 1 of the 2 Trumps remaining.

IX. Sup-

IX.

Suppose 10 Cards are played out, and that you have the King, Ten, and one small Card of any Suit, which has never been led; and suppose you have won 6 Tricks, and suppose your Partner leads from that Suit, and that there is neither a Trump or thirteenth Card in any Hand; in this Case, unless your Right-hand Adversary puts on so high a Card as obliges you to play your King, do not put it on, because upon the Return of that Suit, you make your King, and consequently the odd Trick, which makes 2 Difference: If there happens to be only 9 Cards played out in the like Circumstance, you are to play by the like Rule. This Method is always to be taken, unless the gaining of 2 Tricks gives you a Chance either to save your Lurch, or to win or save the Game.

X.

Suppose *A* and *B* Partners against *C* and *D*, and let us suppose *B* has the two last Trumps, also the Queen, Knave, and Nine of another Suit; and let us suppose *A* has neither the Ace, King, or Ten of that Suit, and *A* is to lead that Suit: *Query*, What Card is *B* to play to give him the fairest Probability of winning a Trick in that Suit? *Answer*, *B* is to play the Nine of that Suit, because it is only five to four against him that his Left-hand Adversary holds the Ten; and if he plays either the Queen or Knave, it is about three to one the Ace or King is in his Left-hand Adversary's Hands,

and

and consequently he reduces the Odds of three to one against him, to five to four only.

XI.

Let us vary the foregoing Case, and put the King, Knave, and Nine of a Suit into *B*'s Hand, upon Supposition that *A* has neither Ace, Queen, or Ten, when *A* leads that Suit, it is exactly equal whether *B* plays his King, Knave, or Nine.

XII.

Suppose you have Ace, King, and three or four small Cards of a Suit not played, and that it appears to you that your Partner has the last Trump; in this Case, if you are to lead, play a small Card in that Suit, it being an equal Wager that your Partner has a better Card in that Suit than the last Player; if so, the Probability is in your Favour that you make 5 or 6 Tricks in that Suit; but if you should play out Ace and King of that Suit, it is 2 to 1 that your Partner has not the Queen, and consequently it is 2 to 1 that you make only two Tricks in that Suit; by which Method of Play you risk the losing of 3 or 4 Tricks in that Deal to gain one only.

XIII.

Suppose your Partner leads a Suit of which he has the Ace, Queen, Knave, and many more, and leads his Ace, and then plays his Queen; in case you have the King, and two small Cards in that Suit, win his Queen with the King; and suppose you are strong in Trumps, by clearing

clearing the Board of Trumps, and having a ſmall Card of your Partner's great Suit, you do not obſtruct his Suit, and conſequently win many Tricks by this Method of Play.

CHAP. XVII.

New CASES *at* WHIST, *never publiſhed till* 1760.

Caſe I. *How to play for an odd Trick.*

SUPPOSE you are elder Hand, and that you have the Ace, King, and three ſmall Trumps, with four ſmall Cards of another Suit, three ſmall Cards of the third Suit, and one ſmall Card of the fourth Suit: *Query*, How are you to play? *Anſwer*, You are to lead the ſingle Card, which, if it is won by the laſt Player, it puts him upon playing Trumps, or to play to your weak Suits; in which Caſe your Partner and you gain the Tenace.

The like Caſe for an odd Trick, and that your Partner is to lead.

Let us ſuppoſe he plays the Ace of the Suit of which you have only one, and proceeds to play the King of the ſame Suit, and that your Right-hand Adverſary trumps it with the Queen, Knave, or Ten, do not overtrump him, but throw away a ſmall Card of your weakeſt Suit; the Conſequence of which is obvious, be-

cauſe

cause it leaves your Partner the last Player, and so gives him the Tenace in your weak Suits.

The like Case, upon Supposition you want four or five Points, and that you are elder Hand.

In that Case play a small Trump, and if your Partner has a better Trump than the last Player, and returns the Lead, put on your King of Trumps, and then proceed to play the Suit of which you have four in Number.

These Examples being duly attended to, on all Parts of the Game, must be of great Consequence to the Player; because, when he has no good Suit to play, his Partner being the last Player gains the Tenace in his weak Suits.

Case II.

A and *B* are Partners, against *C* and *D*, 12 Trumps are played out, and 7 Cards only remain in each Hand, of which *A* has the last Trump, and also the Ace, King, and 4 small Cards of a Suit.

Quere, Whether *A* should play the Ace, and King of that Suit, or a small one?

Answer, *A* ought to play a small Card of that Suit, because it is an equal Wager that his Partner has a better Card in that Suit than the last Player; and in this Case, if 4 Cards of that Suit should happen to be in either of the Adversaries Hands, by this Method of Play, he will be able to make five Tricks in that Suit; which if he played off his Ace and King, he had made only

only 2 Tricks in that Suit. If neither of the Adversaries have more than 3 Cards in that Suit, he has an equal Wager to win 6 Tricks in it.

Case III.

Suppose *A* and *B* are Partners against *C* and *D*, and that eight Trumps are played out, and that *A* has four of those Trumps remaining, *C* having the best Trump, and to lead.

Quere, Whether *C* ought to play his Trump or not?

Answer, *C* ought not to play his Trump to take out 1 of *A*'s Trumps, because, as he leaves 3 Trumps in *A*'s Hands, in Case *A*'s Partner has any great Suit to make, by *C*'s keeping the Trump in his Hands, he can prevent him from making that Suit by trumping it.

IV. *A Case of Curiosity, first published* 1763.

Suppose 3 Hands of Cards containing 3 Cards in each Hand, let *A* name the Trumps, and let *B* chuse which Hand he pleases, *A* having his Choice of either of the other 2 Hands, wins 2 Tricks.

Clubs are to be Trumps.

First Hand, Ace, King, and 6 of Hearts.

Second Hand, Queen and 10 of Hearts, and 10 of Trumps.

Third Hand, 9 of Hearts, and 2 and 3 of Trumps.

The first Hand wins of the second.

The second wins of the third.

And the third wins of the first.

CHAP.

CHAP. XVIII.

New LAWS *at* WHIST, *as played at* White's, *at* Saunders's *Chocolate-House*, &c. 1760.

I.

IF any Body plays out of his Turn, it is in the Option of either of his Adversaries to call the Card play'd, at any Time in that Deal, provided it does not make him revoke; or if either of the adverse Parties are to lead, he may desire his Partner to name the Suit he chuses to have him lead, and when a Suit is then named, his Partner must play it if he has it.

II.

No Revoke to be claimed till the Trick is turned and quitted, or the Party who revoked, or his Partner, have played again.

III.

If a Revoke happens to be made, the adverse Party may add 3 to his Score, and take 3 Tricks from the Adversaries, or take down 3 from their Score; and the adverse Party, provided they are up, notwithstanding the Penalty, must remain at nine; the Revoke takes place of any other Score of the Game.

IV.

If any Person calls at any Point of the Game, except 8, either of the adverse Parties may call a new Deal; and they are at Liberty

to consult each other, whether they will have a new Deal.

V.

After the Trump Card is turned up, no body ought to remind his Partner to call, on Penalty of losing a Point.

VI.

If the Trump Card is turned up, no Honours in the preceding Deal can be set up, unless they were before claimed.

VII.

If any Person separates a Card from the rest, the adverse Party may call it, provided he names it, and proves the Separation; but in case he calls a wrong Card, the adverse Parties may call the highest or lowest of any Suit, out of his or his Partner's Hands, the first Time either of them are to play.

VIII.

If any Person revokes, and before the Cards are turned discovers it, the adverse Party may call the highest or lowest Card of the Suit led, or have their Option to call the Card then played, at any Time, when it does not cause a Revoke.

IX.

If a Card is turned up in dealing, it is in the Option of the adverse Party to call a new Deal; but if either of them have been the Cause of turning up such Card, in that Case the Dealer has his Option.

X.

If the Ace, or any other Card of a Suit is led, and it ſhould ſo happen that the laſt Player plays out of his Turn, whether his Partner has any of the Suit led or not, provided you do not make him revoke, he is neither entitled to trump it, nor to win the Trick.

XI.

If a Card is faced in the Deal, they muſt deal again, unleſs it is the laſt Card.

XII.

Every Perſon ought to ſee that he has 13 Cards dealt; therefore, if any one ſhould happen to have only 12, and does not find it out till ſeveral Tricks are played, and that the reſt of the Players have their right Number, the Deal ſtands good; and alſo the Perſon who plays with 12 Cards, is to be puniſhed for each Revoke, in caſe he has made any; but if any of the reſt of the Players ſhould happen to have 14 Cards, in that Caſe the Deal is loſt.

XIII.

If any Perſon throws his Cards upon the Table, with their Faces upwards, upon Suppoſition that he has loſt the Game, the Adverſaries have it in their Power to call any of the Cards once, or oftener, when they think proper, provided they do not make the Party revoke, and he is not to take up his Cards again.

XIV.

A and *B* are Partners against *C* and *D*; *A* leads a Club, his Partner *B* plays before the Adversary *C*; in this Case, *D* has a Right to play before his Partner *C*, because *B* played out of his Turn.

XV.

If any Person is sure of winning every Trick in his Hand, he may shew his Cards upon the Table: But should it so happen that he has any losing Card in his Hand, he is then liable to have all his Cards called.

XVI.

If any Person calls at the Point of 8, and his Partner answers, and both the opposite Parties have thrown down their Cards, and it appears that the other Side had not two by Honours; in this Case they may consult with one another about it, and are at Liberty to stand the Deal or not.

XVII.

And if any Body answers when he has not an Honour, the adverse Party may consult one another about it, and are at Liberty to stand the Deal or not.

XVIII.

The Dealer ought to leave in View upon the Table his Trump Card, till it is his Turn to play; and after he has mixed it with his other Cards, no Body is entitled to demand what Card is turned up, but may ask what is Trumps: This Consequence attends such a Law, that the Dealer

Dealer cannot name a wrong Card, which otherwife he might have done.

XIX.

No Revoke can be claimed after the Cards are cut for a new Deal.

XX.

If any Body claims a Revoke, the adverfe Party are not to mix their Cards afterwards, upon Forfeiture of the Revoke.

XXI.

A and *B* are Partners againft *C* and *D*; *A* plays the Ten of a Suit, the Adverfary *C* plays the Knave of the fame Suit, *B* plays a fmall Card of the fame Suit; but before *D* plays, his Partner *C* plays a thirteenth, or fome other Card; the Penalty fhall be in the Option of *A*, or *B*, to oblige *D* to win the Trick if he can.

XXII.

If any Body calls at 8, after he has played, it fhall be in the Option of the Adverfaries to call a new Deal.

XXIII.

A and *B* are Partners againft *C* and *D*; *A* leads a Club, *C* plays the Ace of Clubs, *B* plays a Club, and *D*, Partner to *C*, takes up the Trick without playing any Card; *A*, and the reft of the Players, play on, till it appears *D* has one Card more than the reft; Penalty to be in the Option of the Adverfaries to call a new Deal.

XXIV.

A deals, and instead of turning up the Trump, he puts the Trump Card upon the rest of his Cards, with the Face downwards; he is to lose his Deal.

These Laws are agreed to by the best Judges.

CHAP. XIX.

A DICTIONARY *for* WHIST, *which resolves almost all the critical Cases that may happen at that* GAME; *by Way of Question and Answer.*

1. HOW to play Trumps to the greatest Advantage? Peruse the Treatise of Whist, Chap. I. Case 11, and all the remaining Cases in that Chapter; also Chap. II.

2. How to play Sequences when Trumps? *Answer*. You are to begin with the highest of them.

3. How to play Sequences when they are not Trumps?

Ans. If you have 5 in Number, you are to begin with the lowest; if 3 or 4 in Number, always play the highest.

4. Why do you prefer playing of Sequences rather than other Suits?

Ans. Because they are the safest Lead, and gain the Tenace in other Suits.

5. When

5. When ought you to make Tricks early? *Anſ.* When you are weak in Trumps.

6. When ought you not to make Tricks early? *Anſ.* When you are ſtrong in Trumps.

7. When do you play from an Ace-Suit? *Anſ.* You do ſo when you have 3 in Number only in any Suit (Trumps excepted.)

8. When don't you play from an Ace-Suit? *Anſ.* You ought not to lead from an Ace-Suit, having 4 or more in Number in any other Suit; becauſe the Ace is an Aſſiſtant to your great Suit, and when Trumps are played out enables you to make that Suit.

9. When any Card of Conſequence is turned up on your Right or Left-hand, how are you to play in that Caſe? See Chap. X. Caſe 1. Chap. XII. Caſe 1.

10. Why are you always to play your Hand by your own and Adverſaries Scores? *Anſ.* Chap. I. Caſe 6. See References in this Caſe.

11. How to know when your Partner has no more of the Suit played? See Chap. IV. Caſes 1, 2, 3.

12. Reasons for putting on at Second-hand the King, Queen, Knave, Ten, and when not? Chap. X. Cases 1, 2, 3.

13. Why are you to play the Queen, Knave, or Ten of any Suit, when that Suit is played a second Time, having three in Number only? Chap. XIII. Case 4.

14. When ought you to over-trump your Adversary, and when not?

Ans. When you are weak in Trumps you ought to over-trump him; but if strong in Trumps, you ought to throw away a losing Card.

15. Reasons for not parting with the Command of your Adversary's strong Suit. Chap. XIII. Case 1.

16. If your Adversary on your Right-hand leads a Suit of which you have the Ace, King, and Queen, why are you to put on the Ace, preferable to the Queen?

Ans. Because it deceives the Adversary, which, in this Case, is of more Consequence to you than to deceive your Partner.

17. To declare your strong Suit, when proper to be done, and when not?

Ans. When you have only one strong Suit, and you trump out to make that Suit, in that Case you ought to declare it; but if you are strong

ſtrong in all Suits, there is no Neceſſity of declaring your ſtrongeſt Suit.

18. The Ace turned up on your Right-hand, and that you have the Ten and Nine only of Trumps, why do you play the Ten? Chap. XI. Caſe 1.

19. Why do you play from a King-Suit preferable to a Queen-Suit, having the like Number of each?

Anſ. Becauſe it is 2 to 1 that the Ace does not lie in your Left-hand Adverſary's Hands, and it is 5 to 4, if you lead from a Queen-Suit, that the Ace or King lies in his Hands, and that you loſe your Queen, and ſo play to a Diſadvantage.

20. Why do you play from a Queen-Suit preferable to a Knave-Suit?

Anſwer'd Caſe 19.

21. When you have the four beſt Cards of any Suit, why do you throw away the beſt?

Anſ. To let your Partner into the State of your Game.

22. Your Partner's ſtrong Suit, how are you to make the moſt of it?

Chap. VI. has ſix Examples to demonſtrate it.

23. The Queen turned up on your Right-hand, you have the Ace, Ten, and one Trump, or the King, Ten, and one Trump, if the Right-hand Adversary plays the Knave, *Query*, how are you to play?

Ans. You are to pass it, by which you have an equal Wager of gaining a Trick, and cannot lose by so doing.

24. Four Cards are played out, and Trumps are gone round twice, your Partner not appearing to have any higher Trump than the 8, yet he has three Trumps; when he plays his third Trump, the next Hand puts on the Knave, there being the King only in the Adversary's Hands, you having the Ace and Queen of Trumps;

Query, Whether are you to play the Ace or Queen?

Ans. You are to play the Ace, because it is 9 to 8 that the last Player has the King; and if you reduce the Cards to 2 in Number, it then is 2 to 1 in your Favour, by playing the Ace, that the King falls: The like Method may be taken in other Suits, upon the like Occasions.

EXAMPLE.

Let us suppose that you have only 2 Cards remaining in your Hands of any Suit, *viz.* the Queen and Ten; and let us suppose the Knave and Nine of the same Suit are in your Adversary's Hands, when your Partner leads that Suit, your

your Right-hand Adversary plays the Nine, and has one Card only remaining;

Query, Whether you ought to play your Queen or Ten?

Ans. You ought to play your Queen, because it is 2 to 1 that your Left-hand Adversary has the Knave. And in all Cases of the like Nature you ought to play by this Rule.

I would know what is the Odds that the Dealer at Whist holds four Trumps, or more?

Ans. That he holds four Trumps or more is 232 to 165, or about a Guinea to 14 *s.* 11 *d.* and almost a Farthing.

CHAP. XX.

An Explanation, for the Use of Beginners, of some of the TERMS *or* TECHNICAL WORDS *made Use of in this Treatise.*

FINESSING,

MEANS the endeavouring to gain an Advantage by Art and Skill, which consists in this; when a Card is led, and you have the best and third best Card of that Suit, you judge it best to put your third best Card upon that Lead, and run the Risk of your Adversary's having the second best of it; that if he has it not, which is 2 to 1 against him, you are then sure of gaining a Trick.

FORCING,

Means the obliging your Partner or your Adversary to trump a Suit of which he has none. The Cases mentioned in this Treatise will shew when it is proper to force either of them.

LONG TRUMP,

Means the having one or more Trumps in your Hand, when all the rest out.

LOOSE CARD,

Means a Card in a Hand that is of no Value. and consequently the properest to throw away.

POINTS,

Ten of them make a Game; as many as are gained by Tricks or Honours, so many Points are set up to the Score of the Game.

QUART,

In general is a Sequence of any four Cards immediately following one another in the same Suit. *Quart-Major* is therefore a Sequence of Ace, King, Queen, and Knave, in any Suit.

QUINT,

In general is a Sequence of any five Cards immediately following one another in the same Suit. *Quint-Major* is therefore a Sequence of Ace, King, Queen, Knave, and Ten, in any Suit.

REVERSE,

Playing at any Time the *Reverse*, means only the playing your Hand in a different Manner; that

that is to ſay, if you are ſtrong in Trumps you play one Way, but if weak in Trumps you play the *Reverſe*, *viz.* another.

SEE-SAW,

Is when each Partner trumps a Suit, and they play thoſe Suits to one another to trump.

SCORE.

Score of the Game is the Number of Points ſet up, ten of which make a Game.

TENACE.

Having the *Tenace* in any Suit ſuppoſes the having the firſt and third beſt Cards, and being the laſt Player, and conſequently you catch the Adverſary when that Suit is played: As for Inſtance, in caſe you have Ace and Queen of any Suit, and that your Adverſary leads that Suit, you muſt win thoſe two Tricks; and ſo of any other Tenace in inferior Cards.

TERCE,

In general is a Sequence of any three Cards immediately following one another in the ſame Suit. *Terce-Major* is therefore a Sequence of Ace, King, and Queen, in any Suit.

CHAP. XXI.

An ARTIFICIAL MEMORY, *or an easy Method of assisting the* MEMORY *of those that play a the Game of* WHIST.

Together with

Some Additional CASES.

I.

PLACE of every Suit in your Hand, the worst of it to the Left-hand, and the best (in Order) to the Right; and the Trumps in the like Order, always to the Left of all the other Suits.

II.

If in the Course of Play you find you have the best Card remaining in any Suit, put the same to the Left of your Trumps.

III.

And if you find you have the second best Card of any Suit to remember, place it on the Right of your Trumps.

IV.

And if you have the third best Card of any Suit to remember, place a small Card of that Suit between the Trumps and that third best, to the Right of the Trumps.

V.

To remember your Partner's first Lead, place a small Card of that Suit led in the Midst of

your Trumps, and if you have but one Trump, on the Left of it.

VI.

When you deal, put the Trump turned up to the right of all your Trumps, and part with it as late as you can, that your Partner may know you have that Trump left, and ſo play accordingly.

VII.

To find where or in what Suit your Adverſaries revoke.

Suppoſe the two Suits on your Right-hand to repreſent your Adverſaries in the Order they ſit, as to your Right and Left-hand.

When you ſuſpect either of them to have made a Revoke in any Suit, clap a ſmall Card of that Suit amongſt the Cards repreſenting that Adverſary; by which Means you record not only that there may have been a Revoke, but alſo which of them made it, and in what Suit.

If the Suit that repreſents the Adverſary that made the Revoke, happens to be the Suit he revoked in, change that Suit for another, and, as above, put a ſmall Card of the Suit revoked in, in the Middle of that exchanged Suit, and if you have not a Card of that Suit, reverſe a Card of any Suit you have (except Diamonds) and place it there.

VIII.

As you have a Way to remember your Partner's firſt Lead, you may alſo record in what Suit

Suit either of your Adverſaries made their firſt Lead, by putting the Suit in which they made that Lead, in the Place which in your Hand repreſents that Adverſary, at either your Right or Left-hand; and if other Suits were already placed to repreſent them, then exchange them for the Suits in which each of them makes his firſt Lead.

The foregoing Method is to be taken when you find it more neceſſary to record your Adverſary's firſt Lead, than to endeavour to find out a Revoke.

CHAP. XXII.

The LAWS *of the Game at* WHIST.

I.

IF any Perſon plays out of his Turn, it is in the Option of either of his Adverſaries to call the Card ſo played, at any Time in that Deal, provided it does not make him revoke; or if either of the adverſe Party is to lead, he may deſire his Partner to name the Suit he chuſes to have him lead, and when a Suit is then named, the Partner muſt play it if he has it.

II.

No Revoke to be claimed till the Trick is turned and quitted, or the Party who revoked, or his Partner, have played again.

III.

If a Revoke happens to be made, the adverſe Party may add 3 to his Score, and the revoking Party, provided they are up, notwithſtanding the Penalty, muſt remain at 9: The Revoke takes place of any other Score of the Game.

IV.

If any Perſon calls at any Point of the Game, except 8, either of the adverſe Parties may call a new Deal; and they are at Liberty to conſult each other whether they will have a new Deal.

V.

After the Trump-Card is ſeen, no Body ought to remind his Partner to call.

VI.

If the Trump-Card is ſeen, no Honours in the preceding Deal can be ſet up, unleſs they were before claimed.

VII.

If any Perſon ſeparates a Card from the reſt, either of the adverſe Parties may call it, provided he names it, and proves the Separation; but in Caſe he calls a wrong Card, either of the adverſe Parties may once call the higheſt or loweſt Card in any Suit led during that Deal.

VIII.

Each Perſon ought to lay his Card before him; after he has done ſo, if either of the adverſe Parties mix their Cards with his, his Partner is entitled to demand each Perſon to lay his Card

Card before him; but not to enquire who played any particular Card.

IX.

If any Perſon revokes, and before the Cards are turned diſcovers it, the adverſe Party may call either the higheſt or the loweſt Card of the Suit led, or have their Option to call the Card then played at any other Time, when it does not cauſe a Revoke.

X.

If a Card in dealing is turned up, it is in the Option of the adverſe Party to call a new Deal, unleſs they, or either of them, have been the Cauſe of turning up ſuch Card; in which Caſe the Dealer has the Option.

XI.

If the Ace or any other Card of any Suit is led, and it ſhould ſo happen that the laſt Player plays out of his Turn, whether his Partner has any of the Suit led or not (provided you do not make him revoke) he is neither intitled to trump it, nor to win that Trick.

XII.

If a Card is faced in the Pack, they muſt deal again, except it is the laſt Card.

XIII.

None of the Players are to take up, or look at their Cards, while any Perſon is dealing; and if the Dealer ſhould happen to miſs Deal, in that Caſe he ſhall deal again; and if a Card

is

is turned up in dealing, no new Deal is to be called.

XIV.

When a Card is led, if one of the Adversaries plays out of his Turn, his Partner is not to win the Trick, if he can avoid it without revoking.

XV.

Every Person ought to see that he has 13 Cards dealt him; therefore, if any one should happen to have only 12 Cards, and does not find it out till several Tricks are played, and that the rest of the Players have their right Numbers, the Deal stands good; and also the Person who plays with 12 Cards is to be punished with each Revoke, in Case he has made any; but if any of the rest of the Players should happen to have 14 Cards, in that Case the Deal is void.

XVI.

If any Person throws his Cards upon the Table, with their Faces upwards, upon Supposition that he has lost the Game, if his Partner does not give up the Game, the Adversaries have it in their Power to call any of those Cards, when they think proper, provided they do not make the Party revoke.

XVII.

A and *B* are Partners against *C* and *D*; *A* leads a Club, his Partner *B* plays before the Adversary *C*; in this Case *D* has a Right to play

play before his Partner *C*, becauſe *B* played out of his Turn.

XVIII.

If any Perſon is ſure of winning every Trick in his Hand, he may ſhew his Cards upon the Table; but ſhould it ſo happen that he has any loſing Card in his Hand, he is then liable to have all his Cards called.

XIX.

No Perſon ought to aſk his Partner whether he had played an Honour, while the Cards are playing.

XX.

A and *B* are Partners againſt *C* and *D*; *A* leads a Club, *C* plays a Spade, *B* plays the King of Clubs, and *D* plays a Club; *C* diſcovers he has revoked before the Trick is turned:

Query, What is the Penalty?

B may take up his Card again, and ſo may *D*, and either *A* or *B* have it in their Option to oblige *C* to play the higheſt or the loweſt Card of the Suit led.

XXI.

If any Perſon calls at the Point of 8, and his Partner anſwers, and both the oppoſite Parties have thrown up their Cards, and it appears that the other Side had not two by Honours; in this Caſe they may conſult with one another about it, and are at Liberty to ſtand the Deal or not.

XXII.

And if any Body anſwers, when he has not an Honour, the adverſe Party may conſult with one another about it, and are at Liberty to ſtand the Deal or not.

XXIII.

No Perſon may take new Cards in the Middle of a Game, without the Conſent of all Parties.

XXIV.

The Dealer ought to leave to View upon the Table his Trump-Card, till it is his Turn to play; and after he has mixed it with his other Cards, no Body is entitled to demand what Card is turned up, but may aſk what is Trumps: This Conſequence attends ſuch a Law, that the Dealer cannot name a wrong Card, which he otherwiſe might have done.

End of the GAME *of* WHIST.

A SHORT TREATISE On the GAME of QUADRILLE;

SHEWING

The Odds of winning or loſing moſt GAMES that are commonly played, either by calling a King, or by playing *Sans Prendre*.

To which are added,

The LAWS of the GAME.

The SEVENTH EDITION.

By EDMOND HOYLE, Gent.

A SHORT

TREATISE

On the GAME of

QUADRILLE.

CHAP. I.

BECAUSE a Learner may be at a Loſs to know the Rank and Order of the Cards, when Trumps or not, the two following Tables ſhew them.

The Rank and Order of the Cards when not Trumps.

Clubs and Spades.	Hearts and Diamonds.
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Ace,
Six,	Deuce,
Five,	Three,
Four,	Four,
Three,	Five,
Deuce,	Six,
	Seven,
In all 9.	In all 10.

The

The Rank and Order of the Cards when Trumps.

Clubs and Spades.	Hearts and Diamonds.
Spadille, *the Ace of Spades.*	Spadille, *the Ace of Spades.*
Manille, *the Deuce of Spades or of Clubs,*	Manille, *the Seven of Hearts, or of Diamonds.*
Baſto, *the Ace of Clubs,*	Baſto, *the Ace of Clubs,*
	Punto, *the Ace of Hearts or of Diamonds.*
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Deuce,
Six,	Three,
Five,	Four,
Four,	Five,
Three,	Six,
In all 11.	In all 12.

You may obſerve by the foregoing Tables, that Spadille and Baſto are always Trumps; therefore the red Suits have one Trump more than the black.

There are three Matadores, *viz.* Spadille, Manille, and Baſto.

Therefore, if an ordinary Trump is led, you are not obliged to play a Matadore upon it; but if Spadille is led, and you ſhould hold Manille

Manille or Basto unguarded, you must play it: also if Manille is led, and you should have Basto unguarded, it must be played.

The Order of the false Matadores.

Clubs and Spades.	Hearts and Diamonds.
Manille, *the Deuce of Clubs or of Spades,*	Manille, *the Seven of Hearts or of Diamonds,*
Basto, *the Ace of Clubs,*	Basto, *the Ace of Clubs,*
	Punto, *the Ace of Hearts or of Diamonds,*
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Deuce,
Six,	Three,
Five,	Four,
Four,	Five,
Three.	Six.
In all 10.	In all 11.

You see by the foregoing Table, the Order or Rank of the false Matadores.

We generally call them false Matadores, if we begin at Basto, and so proceed by Sequences to any Number.

CHAP. II.

I.

THE first Thing to be done, after you have seen your Cards, is, to ask Leave, to pass, or play *sans prendre*; and if you name a wrong Trump, you must abide by it.

II.

If all the Players pass, he who has Spadille is obliged to play; but if he does not take three Tricks, he is not basted.

III.

The Player ought to have a fair Probability of winning three Tricks when he calls a King, to prevent his being basted.

IV.

Therefore we will set down such Games only as give a fair Chance to win the Game by calling a King, with Directions at the End of each Case what Trump you are to lead.

Calculations necessary to be understood by those who have made some Progress in the Game.

I.

I would know what is the Odds that my Partner holds one Card out of any two certain Cards?

Answer.

Answer. That he holds one Card out of any two certain Cards, is about 5 to 4 in his Favour.

II.

I would alſo know what is the Odds that my Partner holds one Card out of any three certain Cards?

Anſwer. That he holds one Card out of any three certain Cards, is about five to two in his Favour.

An Explanation and Application of the foregoing Calculations.

I.

That your Partner holds one Card out of any two certain Cards.

Suppoſe you ſhould hold one Matadore, it is by this Calculation evident, that it is 5 to 4 in your Favour that your Partner holds one of the other two, and conſequently you may play your Game accordingly.

Again, Suppoſe you call a King, and having a Knave and one ſmall Card of a Suit in your Hand, by the foregoing Calculation, it is plain that you have 5 to 4 in your Favour, that your Parther holds either the King or Queen of that Suit; and conſequently you have the Odds in your Favour to win a Trick in that Suit.

II.

That your Partner holds one Card out of any three certain Cards.

Suppose you have no Matadore, but with the Assistance of one of them you have great Odds of winning the Game; you may observe, by the foregoing Calculation, that it is about 5 to 2 that your Partner holds one of them, you having none.

This Calculation may be applied to many other Cases, very useful to the Player.

Games in Red, which may be played, calling a King.

I.

Spadille, Manille, two small Hearts or Diamonds, the Queen of Clubs and one small one, and four small Cards of the other Suits. Lead a small Trump.

II.

Spadille, Manille, two small Hearts or Diamonds, with the Knave and two small Clubs, and three small Cards of the other Suits. Lead a small Trump.

III.

Spadille, Manille, two small Hearts or Diamonds, three small Clubs, and three small Cards of the other Suits. Lead a small Trump.

IV.

Spadille, Punto, King, Queen, and one small Heart or Diamond, three small Clubs, the Queen and one Spade. Lead Punto.

V.

Spadille, Punto, King, Knave, and one ſmall Heart or Diamond, the Knave and two ſmall Clubs, and two ſmall Spades. Lead Punto.

VI.

Spadille, King, Queen, Knave, and one ſmall Heart or Diamond, with the Queen, Knave, and one ſmall Club, and two ſmall Spades. Lead the King of Trumps.

VII.

Spadille, Three, Four, Five, and Six of Hearts or Diamonds, King of Clubs and one more, Queen and two ſmall Spades; whether elder or any other Hand, when you have the Lead play a ſmall Trump, in the ſecond Lead play Spadille.

VIII.

Manille, Baſto, Punto, and two ſmall Hearts or Diamonds, three ſmall Clubs, and the Knave and one Spade. Lead Manille.

IX.

N. B. Manille, Baſto, King and two ſmall Hearts or Diamonds, Queen and one ſmall Club, and three ſmall Spades. Lead Manille.

X.

N. B. Manille, Basto, Queen and two small Hearts or Diamonds, Queen and two small Clubs, Knave and one Spade. Lead Manille.

XI.

Manille, Basto, with the three smallest Hearts or Diamonds, Queen and one small Club, Knave and two small Spades, play a small Trump.

XII.

N. B. Manille, Punto, King and two small Hearts or Diamonds, Queen, Knave, and one small Club, King and one small Spade. Lead Manille.

XIII.

Manille, Punto, Queen and two small Hearts or Diamonds, Queen and one small Club, King and two small Spades. Play a small Trump.

XIV.

Manille, Punto, and three small Hearts or Diamonds, Knave and one small Club, King, Queen, and one small Spade. Play a small Trump.

XV.

Manille, and the four smallest Hearts or Diamonds, Queen and one small Club, King, Queen,

Queen, and one ſmall Spade. Play a ſmall Trump.

XVI.

N. B. Baſto, Punto, King and two ſmall Hearts or Diamonds, King and Queen of Clubs, Queen and two ſmall Spades. Lead Baſto.

XVII.

N. B. Baſto, Punto, Queen and two ſmall Hearts or Diamonds, Queen, Knave, and one ſmall Club, King and Queen of Spades. Lead Baſto.

XVIII.

N. B. Baſto, Punto, and three of the ſmalleſt Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one ſmall Spade. Play a ſmall Trump.

XIX.

Baſto, and the four ſmalleſt Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one ſmall Spade. Play a ſmall Trump.

XX.

N. B. Punto, King, Queen, and two ſmall Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one ſmall Spade. Lead Punto.

XXI.

Punto, King, and three ſmall Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one ſmall Spade. Play a ſmall Trump.

You are to obſerve that thoſe Caſes which are marked thus *(N. B.)* are very good Games to play, and that you have the Odds of your Side to win thoſe which are not marked.

CHAP. III.

Games in Black, which may be played, calling a King.

I.

SPADILLE, Manille, and two ſmall Clubs or Spades, the Knave and two ſmall Hearts, and three ſmall Diamonds. Lead a ſmall Trump.

II.

N. B. Spadille, Manille, and two ſmall Clubs or Spades, Queen and two ſmall Hearts, and three ſmall Diamonds. Lead a ſmall Trump.

III.

Spadille, Manille, and two ſmall Clubs or Spades, three ſmall Hearts, three ſmall Diamonds. Lead a ſmall Trump.

IV.

N. B. Spadille, King, Queen, and two ſmall Clubs or Spades, with the Queen and one ſmall Heart, three ſmall Diamonds. Lead the King of Trumps.

V.

Spadille, King, Knave, and two ſmall Clubs, Queen, and two Diamonds, two ſmall Hearts. Play a ſmall Trump.

VI.

Spadille, Queen and three ſmall Clubs or Spades, Queen and two ſmall Hearts, two ſmall Diamonds. Play a ſmall Trump.

VII.

Spadille, and the four ſmalleſt Clubs or Spades, King and one ſmall Heart, Queen and two ſmall Diamonds. Play a ſmall Trump.

VIII.

Manille, Baſto, King and two ſmall Clubs or Spades, three ſmall Hearts, and two ſmall Diamonds. Lead Manille.

IX.

Manille, Baſto, Queen and two ſmall Clubs or Spades, three ſmall Hearts, Queen and one ſmall Diamond. Lead Manille.

X.

Manille, Baſto, Knave and two ſmall Clubs or Spades, Knave and one Heart, three ſmall Diamonds. Lead Manille.

XI.

Manille, Baſto, and three ſmall Clubs or Spades, Queen and two ſmall Hearts, Knave and one ſmall Diamond. Lead Manille.

XII.

N. B. Manille, King, Queen, and two ſmall Clubs or Spades, King and one ſmall Heart, Queen, Knave, and one ſmall Diamond. Lead Manille.

XIII.

N. B. Manille, King, Knave, and two ſmall Clubs or Spades, King and one ſmall Heart, Queen and two ſmall Diamonds. Lead Manille.

XIV.

Manille, King, and three ſmall Clubs or Spades, Queen and two ſmall Hearts, King and one ſmall Diamond. Play a ſmall Trump.

XV.

Manille, and the four ſmalleſt Clubs or Spades, King, Queen, and one ſmall Heart, two ſmall Diamonds. Play a ſmall Trump.

XVI.

N. B. Basto, King, Queen, and two small Clubs or Spades, Queen and two small Hearts, King and one small Diamond. Lead Basto.

XVII.

N. B. Basto, King, Knave, and two small Clubs or Spades, Knave and one Heart, King and two small Diamonds. Lead Basto.

XVIII.

N. B. Basto, King and three small Clubs or Spades, King and Queen of Hearts, Queen and two small Diamonds. Play a small Trump.

XIX.

Basto, and four of the smallest Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Play a small Trump.

XX.

N. B. King, Queen, Knave, and two small Clubs or Spades, King and Queen of Hearts, Knave and two small Diamonds. Lead the King of Trumps.

XXI.

King, Queen, Seven, Six, and Five of Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Lead the King of Trumps.

You are to observe that those Cases which are marked thus (*N. B.*) are very good Games to play, and you have the Odds of your Side, to win those which are not marked.

N. B. You are to call to your strongest Suits, except you have a Queen guarded. And if you are elder Hand, you have a fairer Chance to win the Game than if middle Hand, because you have an Opportunity of leading a Trump, which frequently makes your Adversaries play against each other.

CHAP. IV.

CASES *calculated, shewing the Players the Odds of winning the following Games at* QUADRILLE, sans prendre; *and also such Games as ought not to be played* sans prendre.

Games in Black, elder Hand.

I.

THREE Matadores in Clubs, King and Six of Diamonds, King and Six of Hearts, King, Five, and Six of Spades. Play Trumps to all the elder-hand Games. The above Game wins 27 to 4.

II.

Three Matadores and the Three of Clubs, King and Six of Diamonds, King and Six of Hearts, and two small Spades. The above Game wins 215 to 162, or about 4 to 3.

III. Three

III.

Three Matadores, Three and Four of Clubs, King and Six of Diamonds, three ſmall Hearts. Wins 291 to 86, or above 10 to 3.

IV.

Three Matadores, with Three, Four, and Five of Clubs, two ſmall Diamonds, and two ſmall Hearts. Wins near 10 to 1.

V.

Spadille, Manille, King, Knave, Three, and Four of Clubs, two ſmall Diamonds, two ſmall Hearts. Wins 4895 to 3022, or about 8 to 5.

VI.

Spadille, Manille, King, Three, Four, and Five of Clubs, two ſmall Diamonds, two ſmall Hearts. Wins about 8 to 5.

VII.

Spadille, Manille, King, Three, and Four of Clubs, King and Six of Diamonds, and three ſmall Hearts. Loſes 1514 to 1125, or about 4 to 3.

VIII.

Spadille, Manille, Three, Four, Five, and Six of Clubs, two ſmall Diamonds, and two ſmall Hearts. Loſes 1514 to 1125, or about 4 to 3.

IX, Spa-

IX.

Spadille, Manille, Three, Four, and Five of Clubs, King and one ſmall Diamond, and three ſmall Hearts. Loſes 2234 to 405, or about 11 to 2.

X.

Three falſe Matadores and Three of Clubs, King and Six of Diamonds, King and Six of Hearts, King and Six of Spades. Wins 215 to 162, or about 4 to 3.

XI.

Three falſe Matadores, Three and Four of Clubs, King and Six of Diamonds, King, Six, and Five of Hearts. Wins 291 to 86, or above 10 to 3.

XII.

Three falſe Matadores, Three, Four, and Five of Clubs, King and Six of Diamonds, two ſmall Hearts. Wins 1025 to 106, or near 10 to 1.

XIII.

Manille, Baſto, Queen, Three, Four, and Five of Clubs, King and one ſmall Diamond, two ſmall Hearts. Wins 4895 to 3022, or above 8 to 5.

XIV.

Manille, Baſto, Knave, Three, Four, and Five of Clubs, King and one ſmall Diamond, two

two ſmall Hearts. Loſes 4162 to 3755, or almoſt 10 to 9.

XV.

Spadille, Three, Four, Five, and Six of Clubs, King and one ſmall Diamond, King of Spades, King and one ſmall Heart. He muſt lead a ſmall Trump, and his Chance then for winning is 1749 to 890; or near to 2 to 1 for winning.

XVI.

Spadille, Three, Four, Five, Six, and Seven of Clubs, King and one Diamond, King of Spades, and King of Hearts. Wins about 275 to 2.

CHAP. V.

Games in Red, Elder Hand.

I.

THREE Matadores in Hearts, King and one Diamond, King and one Spade, King and two Clubs. Wins 24 to 11, or about 2 to 1.

II.

Three Matadores and Three of Hearts, King and one ſmall Diamond, King and Queen of Clubs, and two ſmall Spades. Wins 7010 to 1661, above 4 to 1; beſides the Chance that his Kings and Queens paſs, though he ſhould not fetch out all the Trumps.

III. Three

III.

Three Matadores and Three and Four of Hearts, King and one small Club, and three Diamonds. Wins almost 4 to 3.

IV.

Three Matadores, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Wins 291 to 86, or above 10 to 3.

V.

Spadille, Manille, Punto, Queen, Three, and Four of Hearts, two small Diamonds, and two small Clubs. Loses 1706 to 1339, or above 5 to 4.

VI.

Spadille, Manille, Punto, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Loses 1514 to 1125, or above 4 to 3.

VII.

Spadille, Manille, King, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Loses 278 to 99, or about 14 to 5.

VIII.

Spadille, Manille, Three, Four, Five, and Six of Hearts, two small Diamonds, two small Clubs. Loses above 3 to 1.

IX. Spa-

IX.

Spadille, Manille, Three, Four, Five, and Six of Hearts, King and one Club, two ſmall Diamonds. Wins 1845 to 794, or above 9 to 4.

X.

Spadille, Manille, Two, Three, Four, Five, Six of Hearts, two ſmall Diamonds, one ſmall Club. Wins above 9 to 1, nearer 10 to 1.

XI.

Four Matadores in Hearts, King and two ſmall Clubs, King and two ſmall Spades. Wins about 16 to 1. That he fetches out the Trump is 7206 to 1465, near 5 to 1; beſides the Chance for his King's paſſing, though the Trump ſhould not fall.

XII.

Three falſe Matadores and Three of Hearts, King and one ſmall Club, King and one Diamond, King and one ſmall Spade. Loſes 5791 to 2880, or above 2 to 1.

XIII.

Three falſe Matadores, Three and Four of Hearts, King and one Club, King and two Spades. Wins 215 to 162, or about 4 to 3.

XIV.

Three falſe Matadores, Three, Four, and Five of Hearts, King and one ſmall Club, two ſmall Spades. Wins 291 to 86, or above 10 to 3.

XV. Three

XV.

Three false Matadores, with the Knave, the Three, Four, and Five of Hearts, one small Diamond, two small Spades. Wins 1025 to 106, near 10 to 1; but you are to suppose the Lead is to come into your Hand a second Time, without trumping with a Matadore.

XVI.

Three false Matadores, with the Queen, the Three, Four, and Five of Hearts, one small Diamond, two small Clubs. (As the former) wins near 10 to 1.

XVII.

Manille, Basto, King, Three, Four, and Five of Hearts, King and one Diamond, two small Clubs. Loses 1514 to 1125, or about 4 to 3.

XVIII.

Manille, Basto, Queen, Three, Four, and Five of Hearts, King and one Club, two small Spades. Loses 278 to 99, or near 3 to 1.

XIX.

Manille, Basto, Three, Four, Five, and Six of Hearts, King and one Diamond, two small Clubs. Loses 2639 to 405, or about 6 to 1.

XX.

Spadille, Two, Three, Four, Five, and Six of Hearts, King and one Diamond, King of Spades, and the King of Clubs. That he fetches out three Trumps by playing Spadille

is

is above 4 to 1, and consequently above 4 to 1 for winning.

XXI.

Spadille, Three, Four, Five, and Six of Hearts; King and one Diamond, King and one Spade, and the King of Clubs.

That three sure Tricks in Trumps lie against the Player is 1384 to 1255, and consequently the Odds is against his winning the Game.

If he plays the Game, he must begin with leading a small Trump; for if he plays Spadille, he has no Chance at all.

At his second Lead he ought to play Spadille, having the fairest Probability of winning the Game by that Method of Play.

In all the Games of false Matadores, we have supposed the Player is not over-ruff'd before it comes again into his Hand.

N. B. If you should have a *sans prendre* Game, and it should be 5 to 4 for winning it, you are to consider that the calling a King makes it a sure Game won, besides the Chance of winning a *Vole*; and therefore, upon a strict Calculation, it is found to be more adviseable to call a King in such a Case.

N. B. A good Player may play a weaker Game, either elder or younger Hand, than middle Hand.

CHAP.

CHAP. VI.

LAWS *at* QUADRILLE.

I.

WHOEVER names any Suit for Trumps, he must abide by it, though it should happen to be his worst Suit.

II.

If a Card happens to be faced in dealing, you must deal again, except it is the last Card.

III.

If you play with eleven Cards you are basted.

IV.

If you play *sans prendre*, or have Matadores, you are to demand them before the next Dealer has finished his Deal, otherwise you lose the Benefit of them.

V.

If any Body names his Trump without asking Leave, he is obliged to play *sans prendre*, unless he is the younger Hand, and all the rest have pass'd.

VI.

If any Body plays out of his Turn, that Card played may be called at any Time in that Deal, provided he does not revoke; or the Adversaries may demand the Partner of him, who

who played out of his Turn, or his own Partner, to play any Suit he thinks fit.

VII.

After the Game is won, if the Perſon who won the ſixth Trick plays a ſeventh Card, he is obliged to play for the *Vole*.

VIII.

If you have four Kings dealt you, you are at Liberty either to call a Queen to one of your Kings, or to call one of your Kings; but you are not to call the Queen of Trumps.

IX.

If any Body ſeparates a Card from the reſt, he ought to play it, if the adverſe Party has ſeen it, unleſs he plays *ſans prendre*.

X.

If the King called, or his Partner, plays out of his Turn, no *Vole* is to be played for.

XI.

No Perſon is to be baſted for a Renounce, unleſs the Trick is turned and quitted; and if any Perſon renounces, and it is diſcovered, if the Player ſhould happen to be baſted by ſuch Renounce, all the Parties are to take up their Cards, and play them over again.

XII.

If Spadille is forced to play, he is not obliged to make his three Tricks.

XIII. Who-

XIII.

Whoever undertakes playing the *Vole*, has the Preference of playing before him who offers to play *sans prendre.*

XIV.

If all Parties agree to it, before you begin to play, let the Person have the Preference of playing who plays for the most Tricks; which will prevent small Games from being played.

XV.

The Player is entitled to know who is his King called, before he declares for the *Vole.*

XVI.

When six Tricks are won, he who won the sixth Trick ought to say, I play the *Vole*; or I do not play the *Vole*; or, I ask——and nothing else.

XVII.

He who wins the *Vole* is to take double the Stake played for out of the Pool.

XVIII.

He who asks Leave (if elder Hand) may play *sans prendre*, in Preference to any of the other Players.

XIX.

If you have one King only, you may call yourself, but must win six Tricks.

XX.

If you play the King ſurrendered, he muſt win ſix Tricks who demands the King of any Body.

XXI.

He who has paſſed once (unleſs he has Spadille) has no Right to play afterwards; alſo he who has aſked the Queſtion is obliged to play, unleſs ſomebody elſe plays *ſans prendre*.

XXII.

If the Player, or his Friend, ſhew their Cards before they have won ſix Tricks, the Adverſaries may call their Cards as they pleaſe, ſpecifying each Card.

XXIII.

Whoever has aſked Leave cannot play *ſans prendre*, unleſs he is forced.

XXIV.

You are at Liberty to look at the Tricks when you are to lead, but not otherwiſe.

XXV.

Whoever undertakes playing for the *Vole*, and does not ſucceed, has a Right to the Stakes *ſans prendre*, and Matadores if he has them, having won his Game.

XXVI.

Forced Spadille cannot play for the *Vole*.

XXVII.

If any Perſon diſcovers his Game, he is not entitled to play the *Vole*.

XXVIII. If

XXVIII.

If there happen to be two Cards of the fame Sort, and found out before the Deal is ended, the Deal is void, but not otherwife.

XXIX.

Nobody is to declare how many Trumps are played out.

XXX.

He who plays, and does not make three Tricks, is to be bafted alone, unlefs he plays forced Spadille.

End of QUADRILLE.

A SHORT
TREATISE
On the GAME of
PIQUET;

DIRECTING,

With moral Certainty, how to difcard any Hand to Advantage, by fhewing the Chances of taking in any one, two, three, four, or five certain Cards.

COMPUTATIONS for thofe who Bet their Money at the GAME.

ALSO

The LAWS of the GAME.

To which are added,

Some RULES and OBSERVATIONS for playing well at CHESS.

The SEVENTH EDITION.

By EDMOND HOYLE, Gent.

G

A

TREATISE

On the GAME of

PIQUET.

CHAP. I.

General RULES *for playing at* PIQUET.

YOU are to play by the Stages of your Game; what is meant by them, is, that when you are backward in the Game, or behind your Adversary, you are to play a pushing Game, otherwise you are to make twenty-seven Points Elder-hand, and thirteen Points Younger-hand; and you are always to compare your Game with your Adversary's, and discard accordingly.

II.

You are to discard in Expectation of winning the Cards, which is so essential a Part of the Game, that it generally makes twenty-two or twenty-three Points Difference; therefore you are not to discard for low *Quatorzè*, such as three Queens, three Knaves, or three Tens,

 because

because in any of these Cases, the Odds are three to one, Elder-hand, that you do not succeed, and seventeen to three Younger-hand; for let us suppose you should go for a *Quatorze* of Queens, Knaves, or Tens, and throw out an Ace or a King; by so doing you run the Risk of losing above twenty Points in Expectation of winning fourteen Points.

III.

At the Beginning of a Party you are to play to make your Game, which is twenty-seven Points Elder-hand, and thirteen Points Younger-hand; therefore, suppose you are Elder-hand, and that you have a *Terce-Major*, and the seven of any Suit, it is five to two but that you take in one Card out of any four certain Cards; therefore, suppose you should have three Queens, three Knaves, or three Tens, you are in this Case to discard one of them preferably to the seven of such a Suit, because it is three to one that you do not take in any one certain Card, Elder-Hand, to make you a *Quatorze*, and consequently you discard the Seven of such a Suit to a great Disadvantage.

IV.

If your Adversary is greatly before you in the Game, the Consideration of winning the Cards must be put quite out of the Question; therefore suppose you should have a *Quart* to a Queen or a *Quart* to a Knave; in which Case it is only about

about five to four, being Elder-hand, but that you take in a Card to make you a *Quint*, and about three to one but that you take in a Queen, a Knave, or Ten; and ſhould you have three of either dealt you, it is good Play to make a Puſh for the Game, particularly if it is ſo far advanced as to give you but little Chance for it in another Deal; and in this, and other Caſes, you may have Recourſe to the Calculations aſcertaining the Odds.

V.

To gain the Point, generally makes ten Points Difference; therefore, when you diſcard, you muſt endeavour to gain it, but not riſk the loſing of the Cards by ſo doing.

VI.

The ſaving of your Lurch, or the lurching of your Adverſary, is ſo material, that you ought always to riſk ſome Points to accompliſh either of them.

VII.

If you have ſix Tricks, with any winning Card in your Hand, never fail playing that Card; becauſe, at leaſt, you play eleven Points to one againſt yourſelf by ſo doing, unleſs in Play you diſcover what Cards your Adverſary has laid out.

VIII.

If you are greatly advanced in the Game, as ſuppoſe you are eighty to fifty, in that Caſe it is

your Intereſt to let your Adverſary gain two Points for your one as often as you can, eſpecially if the next Deal you are to be Elder-hand; but if, on the contrary, you are to be Younger-hand, and are eighty-ſix to fifty or ſixty, never regard the loſing two or three Points for the gaining of one, becauſe that Point brings you within your Shew.

IX.

The Younger-hand is to play upon the Defenſive; therefore, in order to make his thirteen Points, he is to carry *Terces*, *Quarts*, and eſpecially to ſtrive for the Point: But ſuppoſe him to have two *Terces* from a King, Queen, or Knave, as it is twenty-nine to twenty-eight that he ſucceeds, he having in that Caſe four certain Cards to take in to make him a *Quart* to either of them, and, perhaps, thereby ſave a *Pique*, &c. he ought preferably to go for that which he has the moſt Chance to ſucceed in: But if, inſtead of this Method of Play, he has three Queens, Knaves, or Tens, and ſhould attempt to carry any of them preferably to the others, the Odds that he does not ſucceed being ſeventeen to three againſt him, he conſequently diſcards to a great Diſadvantage.

X.

The Elder or Younger-hand is ſometimes to ſink one of his Points, a *Terce*, or three Kings, Queens, Knaves, or Tens, in Hopes of winning

the Cards; but that is to be done with Judgment, and without hesitating.

XI.

It is often good Play for a Younger-hand not to call three Queens, Knaves, *&c.* and to sink one Card of his Point, which his Adversary may suppose to be a guard to a King or Queen.

XII.

The Younger-hand having the Cards equally dealt him, is not to take in any Card if thereby he runs the Risk of losing them, unless he is very backward in the Game, and has then a Scheme for a great Game.

XIII.

If the Younger-hand has a Probability of saving or winning the Cards by a deep Discard. As for Example: Suppose he should have the King, Queen, and Nine of a Suit; or the King, Knave, and Nine of a Suit; in this Case he may discard either of those Suits, with a moral Certainty of not being attacked in them; and the Odds that he does not take in the Ace of either of those Suits being aginst him, it is not worth his while to discard otherwise in Expectation of succeeding.

XIV.

The Younger-hand having three Aces dealt him, it is generally his beſt Play to throw out the fourth Suit.

XV.

The Younger-hand is generally to carry Guard to his Queen-Suits, in order to make Points, and to ſave the Cards.

XVI.

When the Younger-hand obſerves that the Elder-hand, by calling his Point, has five Cards which will make five Tricks in Play, and may have the Ace and Queen of another Suit, he ſhould throw away the Guard to that King, eſpecially if he has put out one of that Suit, which will give him an even Chance of ſaving the Cards.

XVII.

If the Elder-hand has a *Quart* to a King dealt him, with three Kings and three Queens (including the King to his *Quart*) and that he is obliged to diſcard either one of his *Quart* to the King, or to diſcard a King or Queen.

Query. Which is beſt for him to diſcard?

Anſwer. The Chance for taking in the Ace or Nine to his *Quart* to a King, being one out of two certain Cards, is exactly equal to the taking either a King or a Queen, having three of

each

each dealt him; therefore he is to diſcard in ſuch a Manner as gives him the faireſt Probability of winning the Cards.

The foregoing Caſe may be a general Direction to diſcard in all Caſes of the like Nature, either for the Elder or Younger-hand.

XVIII.

Suppoſe the Elder-hand has taken in his five Cards, and that he has the Ace, King, and Knave of a Suit, having diſcarded two of that Suit: He has alſo the Ace, King, Knave, and two ſmall Cards of another Suit, but no winning Cards in the other Suits.

Query, Which of theſe Suits is he to play from, in order to have the faireſt Chance of winning, or ſaving the Cards?

Anſwer. He is always to play from the Suit of which he has the feweſt in Number; becauſe, if he finds his Adverſary guarded there, the Probability is in his Favour that he is unguarded in the other Suit; and ſhould he play from the Suit of which he has the moſt in Number, and finds his Adverſary's Queen guarded, in that Caſe he has no Chance to ſave or win the Cards.

XIX.

If the Elder-hand is ſure to make the Cards equal, by playing of them in any particular

Manner, and is advanced before his Adverſary in the Game, he is not to riſk the loſing of them; but if his Adverſary is greatly before him, in that Caſe it is his Intereſt to riſk the loſing of the Cards, in Expectation of winning of them.

CHAP. II.

Particular RULES *and* CASES.

I.

SUPPOSE you are Elder-hand, and that you have dealt you a *Quart-Major*, with the Seven and Eight of Clubs, the King and Ten of Diamonds, the King and Nine of Hearts, with the Ten and Nine of Spades.

Query. Whether you are to leave a Card, by carrying the *Quart-Major* and two more of the ſame Suit for the Point, with two other Kings; or to throw out one Card of your Point?

Anſwer. If you throw out one Card of your Point, there is a Poſſibility that you reckon only five Points, and that your Adverſary may win the Cards, by which Event he gets eleven Points, beſides his three Aces, *&c.* which gives you a bad Chance for the Game: But by leaving a Card, and admitting that one Card of Conſequence lies in the five Cards which you are intitled to take in, it follows, that you have

have four Chances to one againſt leaving that Card, and conſequently it is your Intereſt to leave a Card; the Odds are alſo greatly in your Favour, that you take in ſome one of the following Cards in your four Cards, *viz.* there are two to your Point, three Aces, and one King.

II.

If you ſhould happen to have the Ace, King, and four ſmall Cards of any Suit, with two other Kings, and no great Suits againſt you, the like Method of the former Caſe may be practiſed.

III.

Suppoſe you ſhould have the King, Queen, and four of the ſmalleſt Clubs, the King and Queen of Diamonds, the Ace and Knave of Hearts, and the King and Nine of Spades.

Query, How are you to diſcard, with a Probability of making the moſt Points?

Anſwer. You are to throw out the Queen and four ſmall Clubs, and to carry three entire Suits, with the King of Clubs; for this Reaſon, becauſe the Chance for your taking in the fourth King, is exactly the ſame as the Chance of taking in the Ace of Clubs; in either of which Caſes it is three to one againſt you: But if you fail of taking in the fourth King, by diſcarding thus, you have a fair Chance to win the Cards, which will probably make twenty-two Points Difference. But ſhould you diſcard with an Expectation of taking in the Ace of Clubs, and

ſhould happen to fail, you being obliged to throw out ſome of your great Cards, you would have a very diſtant Chance of either ſaving or winning the Cards.

IV.

Suppoſe you ſhould have the King and Queen of Clubs, a *Terce-Major* in Diamonds, Queen and Knave of Hearts, and a *Quint* from the Knave of Spades.

Query. How are you to diſcard, with a Probability of making the moſt Points?

Anſwer. You are to throw out the *Quint* to a Knave in Spades, in order to make the moſt Points; becauſe, let us admit that your *Quint* is good for every Thing after you have taken in, you in that Caſe only ſcore nineteen Points, if you carry it, and you probably give the Cards up, and alſo the Chance of a *Quatorze* of Queens, beſides a great Number of Points in Play; and conſequently, by carrying the *Quint*, you would diſcard to a great Diſadvantage.

V.

Suppoſe you have the King, Queen, Seven, Eight, and Nine of Clubs; the Queen and Knave of Diamonds; the Queen, Ten, and Nine of Hearts, with the Ace and Nine of Spades.

Query. How are you to diſcard?

Anſwer. You are to diſcard the King, Seven, Eight, and Nine of Clubs, and the Nine of Spades;

Spades; by which Means you do not only go for three Suits, but you have the ſame Chance for taking in the fourth Queen, as you would have to take in the Ace of Clubs: Beſides, the Probability of winning the Cards is greatly in your Favour, by this Method of diſcarding.

VI.

Suppoſe you have the Queen, Ten, Nine, Eight, and Seven of Clubs; the Knave and Ten of Diamonds; the King, Queen, and Knave of Hearts, with the Ace and Nine of Spades.

Query. How are you to diſcard?

Anſwer. You are to diſcard the five Clubs; becauſe it is three to one that you do not take in the Knave of Clubs, and the carrying three entire Suits gives you a fairer Chance to ſcore more Points.

VII.

Suppoſe you have the Ace, Queen, and Knave of Clubs; the King, Queen, and Knave of Diamonds; the Queen and Knave of Hearts, with the Ten, Nine, Eight, and Seven of Spades.

Query. How are you to diſcard?

Anſwer. You are to diſcard the Ace of Clubs and the four Spades, becauſe it is only five to four but that you take in a Queen or a Knave; it is alſo about three to two that you take in an Ace: You have alſo three Cards to your *Terce*

to a King to take in, *viz.* the Ace and Ten, or the Ten and Nine, to make you a *Quint*; all which Circumſtances conſidered, you have a fair Probability of making a great Game; whereas, if you ſhould leave a Card, by throwing out the four Spades only, you run the Riſk of leaving one of the following Cards, *viz.* the King of Clubs, the Ace of Diamonds, the Ace, Queen, or Knave of Spades; in any of which Caſes you would probably loſe more Points than by throwing out the Ace of Clubs; and if you ſhould carry two Suits, *viz.* three Clubs, three Diamonds, and the Queen of Hearts, you run the Riſk of putting out fourteen Points; and it is only five to four againſt your taking in a Queen or a Knave, and therefore you would diſcard to a great Diſadvantage.

VIII.

Suppoſe you have the King, Queen, and Ten of a Suit, and that your Adverſary has the Ace, Knave, and one ſmall Card of that Suit; and that you have only thoſe three Cards left, and you are to make three Points of them.

Query. What Card are you to play?

Anſwer. You are to play the Ten.

IX.

Suppoſe you have the Ace, Queen, Ten, and Nine of Clubs, alſo the King, Queen, Ten, and Nine of Diamonds.

Query.

Query. Which of these Suits are you to carry, in order to have the fairest Probability of scoring the greatest Number of Points.

Answer. You are to carry the King, Queen, Ten, and Nine of Diamonds, because the Chance of taking in the Ace of Diamonds is exactly equal to that of taking in the King of Clubs; and also the Chance of taking in the Knave of Diamonds is equal to that of taking in the Knave of Clubs; by which Manner of discarding, you have a Probability of scoring fifteen Points for your *Quint* in Diamonds, instead of four Points for the *Quart* in Clubs; and the Chance for winning the Cards is better, because by taking in the Ace of Diamonds you have seven Tricks certain, which cannot happen by taking in the King of Clubs.

X.

Suppose you have four Aces and two Kings dealt you Younger-hand, in order to capot the Elder-hand, you are to make a deep Discard, such as the Queen, Ten, and Eight of a Suit; by which Means, if you happen not to take in any Card to such Suit, you may probably capot the Adversary.

XI.

Suppose Elder-hand, that you have the Ace, Queen, Seven, Eight, and Nine of Clubs, also

alſo the Ace, Knave, Seven, Eight, and Nine of Diamonds.

Query. Which Suit are you to carry, in order to make the moſt Points?

Anſwer. You are to carry the Ace, Knave, Seven, Eight, and Nine of Diamonds, becauſe the taking in the King of Diamonds is equal to the taking in the King of Clubs, and conſequently as good for winning the Cards; but you have the Chance of taking in the Ten of Diamonds to make you fifteen Points, which Event cannot happen by taking in any one certain Card in Clubs.

XII.

Suppoſe Elder-hand, that you have the Ace, Queen, Seven, Eight, and Ten of Clubs, alſo the Ace, Knave, Seven, Eight and Ten of Diamonds.

Query. Which Suit is beſt to carry?

Anſwer. You are to carry the Ace, Knave, Seven, Eight, and Ten of Diamonds, becauſe the Chance of taking in the King of Diamonds is equal to the Chance of taking in the King of Clubs, and conſequently as good for winning the Cards; but you have an additional Chance of taking in the Nine of Diamonds to make you fifteen Points, which Event cannot happen by taking in one certain Card in Clubs.

XIII.

Suppoſe you have the Ace, Queen, Ten, and two more of a Suit; alſo the Ace, Queen, and Ten of another Suit only. And let us ſuppoſe, that your Adverſary has ſhewn Six Cards for his Point, ſuppoſe the Ace, Queen, and four ſmall ones, and ſuppoſe you are guarded in that Suit, as ſoon as you have the Lead, you are to play from the Suit of which you have the feweſt in Number, becauſe if he is guarded in that Suit, he is probably unguarded in the other Suit; but ſhould you begin with the Suit of which you have the moſt in Number, if he happens to be guarded there, you have then no Chance to win the Cards; which may prove otherwiſe, if you begin with the Suit of which you have the feweſt in Number. If he is guarded in both Suits you have no Chance to win the Cards.

CHAP. III.

Some COMPUTATIONS, *directing, with moral Certainty, how to diſcard well any Hand.*

I.

THE Chance of an Elder-hand's taking in one certain Card is three to one againſt him.

II. That

II.

That of his taking two certain Cards is 18 to 1 againſt him.

III.

I would know what are the Odds that an Elder-hand takes in four Aces?

	againſt him.		for him.
Anſwer, That he takes in 4 Aces is —	968	to	1
At leaſt 3 of them is about	33	to	1
2 of them	3	to	1
1 of them	2	to	5

IV.

If an Elder-hand has one Ace dealt him, what are the Odds that he takes in the other three?

	againſt him.		for him.
Anſwer. That he takes in the 3 Aces —	113	to	1
At leaſt 2 of them about	6	to	1
1 of them	2	to	3

V.

If an Elder-hand has two Aces dealt him, what are the Odds that he takes in the other two?

	againſt him.		for him.
Anſwer. That he takes in the other 2 Aces is	18	to	1
At leaſt 1 of them is near 5 to 4 againſt him, or	21	to	17

VI. In

VI.

In case the Elder-hand has two Aces and two Kings dealt him, what are the Odds that he takes in either the two Aces or two Kings remaining?

		against him.		for him.
Answer. It is about	—	17	to	2

VII.

Elder-hand having neither Ace nor King dealt him, what is his Chance to take in both an Ace and a King in 2, 3, 4, or 5 Cards?

			against him.		for him.
Answer.	In 2 Cards is about		11	to	1
	In 3 Cards	—	4	to	1
	In 4 Cards	—	9	to	5
	In 5 Cards	—	33	to	31

VIII.

What are the Odds that a Younger-hand takes in two certain Cards?

			against him.		for him.
Answer.	——	—	62	to	1

What are the Odds that a Younger-hand takes in three certain Cards?

			against him.		for him.
Answer.	—	—	1139	to	1

IX.

The Younger-hand having no Ace dealt him, what Chance has he for his taking one?

			against him.		for him.
Answer. It is	—	—	28	to	29

X. If

X.

If the Younger-hand has one Ace dealt him, what are the Odds of his taking in one or two of the three remaining Aces?

	against him.		for him.
Answer. That he takes in two of them is about	21	to	1
At least one of them —	3	to	2

XI.

What are the Odds that the Younger-hand takes in one certain Card?

	against him.		for him.
Answer. That he does not take it in is	17	to	3

What is the Odds of a *Quart-Blanch?*

	against him.		for him.
Answer. — —	1791	to	1

CHAP. IV.

An EXPLANATION *and* APPLICATION *of the foregoing* CALCULATIONS.

I.

AS by the first Calculation it is three to one, that, being Elder-hand, you do not take in one certain Card; you have, therefore, a better Chance of advancing your Game, by carrying two Suits for Points and the Cards, than by aiming at *Quatorze* of Queens, Knaves, or Tens.

II. Se-

II.

Second Calculation; to take in two certain Cards, Elder-hand, is eighteen to one againſt you.

Therefore ſuppoſe you have a *Quart-Major*, and two other Aces dealt you, the Odds that you do not take in the Ten to your *Quart-Major*, and the other Ace, is eighteen to one againſt you; but that you take in one of them, is only twenty-one to ſeventeen againſt you. And ſuppoſe you have three Aces and three Kings dealt you, the Odds are eighteen to one againſt your taking in the other Ace and the other King; yet it is not much above five to four, but that you take in one of them. This Example ſhews, how you are to diſcard in Caſes of the like Nature.

III.

The Odds in taking in four certain Cards, as four Aces, *&c.* being nine hundred and ſixty-eight to one by the third Calculation, is ſo great a Chance of not ſucceeding, that it is ſcarce worth further Notice.

But to take in three Cards out of any four certain Cards, Elder-hand, is only thirty-three to one againſt you.

EXAMPLE.

Suppoſe you have two Aces and two Kings dealt you, the Odds of taking in three of them out of four certain Cards, ſuch as two Kings and

and one Ace, or two Aces and a King, are only thirty-three to one againſt you.

But ſuppoſe you ſhould want to take in any two out of four certain Cards, ſuch as the Queen of Clubs, the Ten of Diamonds, the Ace of Spades, and Knave of Hearts, being Elder-hand, it appears by the Calculation to be three to one againſt you; and the Odds are the ſame for any two out of four certain Cards.

But if, being Elder-hand, you only want one Card out of four, the Odds are five to two in your Favour that you take it in. Therefore, if you have four Tens, or any inferior *Quatorze* dealt you, and no Ace, it is great Odds in your Favour, that, being Elder-hand, you take in one Ace, and ought to play your Game accordingly. But you muſt always conſider the Diſadvantage either of loſing the Cards, or running the Riſk of a Capot, which you run the Hazard of, by ſpoiling your Hand with keeping four Tens when they are not good.

IV.

By the fourth Calculation; if you have one Ace dealt you, it is one hundred and thirteen to one that you do not take in the three others; forty-nine to eight, or about ſix to one, that you do not take in two out of the three; but that you take in one out of the three, is about three to two in your Favour, or one hundred and thirty-ſeven to ninety-one.

As for EXAMPLE.

You have a *Quart* from a King, and two Kings more dealt you; as it is three to two that you take in either Ace or Nine to your *Quart* to the King, or the fourth King, as you have the Chance of reckoning fourteen or fifteen Points by this Method of diſcarding, you ought to play accordingly: And this Method ſhews you how to play any Hand of the like Sort.

But if you ſhould diſcard, with an Expectation of taking in two Cards out of three certain Cards, the Odds againſt ſuch an Event being above ſix to one, your Game muſt indeed be very deſperate if you attempt to diſcard to that Purpoſe. The Chance of taking in three certain Cards, being one hundred and thirteen to one, is a very diſtant Chance; yet even ſuch does happen ſometimes, but ought never to be ventured upon, but when a Man has no other Reſource in the Game.

V.

The fifth Calculation is, that if you have two Aces dealt you; it is eighteen to one that you do not take in the two other Aces; but only ſeventeen to twenty-one that you take in one of them. Let us illuſtrate the Uſe of this by an Example. Suppoſe you have a *Quart-Major* dealt you, and a *Quart* to a King, and that you are greatly behind your Adverſary in the

the Game; to take in the Ten to your *Quart-Major* is three to one againſt you; but to take in the Ace or Nine to your *Quart* to the King, is only about five to four againſt you.

Alſo, by the ſame Rule, ſuppoſe you have three Kings and three Queens dealt you, the Odds of your taking in both a King and a Queen, are eighteen to one againſt you: but that of your taking one of them, is only five to four againſt you.

All other Caſes of the like Nature may be diſcarded by this Method of Calculation.

VI.

As, by the ſixth Calculation, it is ſeventeen to two that you do not take in two certain Cards out of four, ſuch as two Kings, two Queens, *&c.* you muſt not, therefore, confound this with the third Calculation, where the Odds are not above three to one that you take in two Cards out of the four.

VII.

Having neither an Ace nor a King dealt you, what are the Odds of your taking in both an Ace and a King in two, in three, in four, or in five Cards?

Anſwer. To take in an Ace and a King.

			againſt you.		for you.
In 2 Cards is about		—	11	to	1
In 3 Cards	—	—	4	to	1
In 4 Cards	—	—	9	to	5
In 5 Cards	—	—	33	to	31

You

You may obſerve, by the foregoing Calculation, what are the Odds of taking in two, three, four, or five Cards out of any eight certain Cards, and conſequently diſcard to the greateſt Advantage.

The foregoing Calculation is either for the Elder or Younger-Hand.

EXAMPLE.

Let us ſuppoſe the Younger-hand to have two *Quatorze* againſt him, he may obſerve, that it is not above four to one but that he takes in one of each of them. The like Rule may ſerve for any other eight certain Cards.

VIII.

As by the eighth Calculation it is ſixty-two to one, that the Younger-hand does not take in two certain Cards, which Event happening, he ought not therefore to run the Hazard of ſo great a Chance, but when his Game is deſperate, and does not promiſe him another Deal.

IX.

By the Ninth Calculation, as it is twenty-nine to twenty-eight that the Younger-hand takes in one Ace, having none dealt him; the Calculation is the ſame for any Card out of four certain Cards.

As for EXAMPLE.

Suppoſe you have two *Quarts* dealt, you from the King or Queen of any Suit, it is the ſame Odds of twenty-nine to twenty-eight, but

that you take in a Card to make one of them a *Quint*, and therefore you are to discard accordingly.

As also, that you take in either Ace, King, Queen, or Knave, of any one Suit, when a Pique or Repique is against you.

X.

The tenth Calculation is, that if the Younger-hand has one Ace dealt him, it is twenty-one to one that he does not take in two Aces, and about three to two that he does not take in one of them; which Calculation holds good in the taking in any three other certain Cards. Therefore, for Example, let us suppose, that as it is but three to two against the Younger-hand's taking one Card out of three to save a Pique, or a Repique, it would generally be reckoned good Play, either to throw one from his Point, or discard a King, *&c.* for the Event of such a Chance.

XI.

By the Eleventh Calculation it is seventeen to three, Younger-hand, against your taking in any one certain Card; therefore, the Odds of not succeeding in this Case are so greatly against you, that it ought not to be attempted, especially if the winning or saving the Cards is risked by so doing, except in desperate Cases.

CHAP.

CHAP. V.

CASES *of* CURIOSITY *and* INSTRUCTION.

I.

SUPPOSE you are Younger-hand, and that you have the Queen, Knave, Seven, Eight, and Nine of Clubs; alſo the Seven and Eight of Diamonds, the Seven of Hearts, and the Ten, Nine, Eight, and Seven of Spades; and that the Elder-hand has left a Card:

Query. How are you to diſcard, to put it in the Power of the Cards to repique the Elder-hand?

Anſwer. You are to carry the five Clubs and the four Spades, and to leave a Card; and by taking in the Ace, King, and Ten of Clubs, you repique your Adverſary.

II.

Suppoſe you have eight Clubs, the Ace and King of Diamonds, the Ace of Hearts, and the Ace of Spades:

Query. Whether you repique the Younger-hand, or not?

Anſwer. The Younger-hand may have a *Quarte-Blanche*, by having three *Quarts* from a Ten, which reckons firſt; and therefore he is not repiqued.

III.

What is the higheſt Number to be made of a Pique?

Anſwer. Eighty-two Points.

What are the Cards which compoſe that Number?

Anſwer. A *Quart-Major* in Clubs, a *Quart-Major* in Diamonds, Ace, King, and Ten of Hearts, with the Ace of Spades.

This is only upon Suppoſition that the *Quart-Major* is good for every Thing.

IV.

What is the higheſt Number to be made of a Repique and Capot?

Anſwer. A hundred and ſeventy Points.

What are the Cards which compoſe that Number?

Anſwer. The four *Terce-Majors*, which are ſuppoſed to be good for every Thing.

V.

Suppoſe you are Elder-hand, and that you want eight Points of the Game, and that the Younger-hand wants twenty-three Points; and ſuppoſe you have dealt you the Ace, King, and Queen of Clubs; the Ace, King, and Ten of Diamonds; the Ace, Knave, and Nine of Hearts; the Knave, Nine, and Seven of Spades:

Query. How are you to diſcard, to prevent any Poſſibility of the Younger-hand's making twenty-three Points, and he is not to reckon *Quarte-Blanche*?

Anſwer.

Anſwer. You are to diſcard the King and Queen of Clubs, the Knave, Nine, and Seven of Spades; by which Method of diſcarding you are certain to make eight Points, before the Younger-hand can make twenty-three Points.

VI.

Suppoſe you have the Ace, Queen, and Knave of Clubs, with the King and Ten of Diamonds; and ſuppoſe your Adverſary has the Ace, Queen, and Knave of Diamonds, and the King and Ten of Clubs, your Adverſary being to lead, is to make five Points, or to loſe the Game:

Query. How ſhall you play to prevent him from making of five Points?

Anſwer. When he plays his Ace of Clubs, you are to play your King of Clubs; by which Means he can only make four Points?

VII.

A and *B* play a Partie at Piquet.

They are one Game each of the Partie.

A has it in his Power to win the ſecond Game; but then he is Younger-hand at the Beginning of the next Game.

A has it alſo in his Power to reckon only ninety-nine Points of the ſecond Game, and *B* is to be ſeventy.

Query. Whether it is *A*'s Intereſt to win the ſecond Game, or not?

Anſwer. It is *A*'s Intereſt to win the ſecond Game, in the Proportion of fourteen to thirteen in his Favour.

CHAP. VI.

Some COMPUTATIONS *for laying Money at the Game of* PIQUET.

I.

IT is five to four that the Elder-hand wins the Game.

II.

It is about two to one that the Elder-hand does not lurch the Younger-hand.

III.

It is near four to one that the Younger-hand does not lurch the Elder-hand.

Suppoſe A *and* B *make a Partie at* PIQUET.

I.

A has the Hand; what are the Odds that *A* wins the Partie?

Anſwer. About twenty-three to twenty.

II.

If *A* has one Game, and *B* one Game, he who is Eldeſt-hand has above five to four to win the Partie?

III. If

III.

If *A* has two Games Love before they cut for the Deal, the Odds are above four to one that he wins the Partie.

IV.

If *A* has two Games Love, and *A* has the Hand, the Odds are about five to one that he wins the Partie.

V.

If *B* has the Hand when *A* is two Love, the Odds in favour of *A* are about three and a half to one.

VI.

If *A* has two Games, and *B* one, before they cut, the Odds in Favour of *A* are above two to one.

VII.

If *A* has the Hand, and two Games to one, the Odds are about eleven to four.

VIII.

If *B* has the Hand, when *A* is two Games to one, the Odds in Favour of *A* are about nine to five.

IX.

If *A* is one Game Love, and Elder-hand, the Odds in Favour of *A* are about ſeventeen to ſeven.

X.

If *A* has one Game Love, and Younger-hand, the Odds in Favour of *A* are about two to one.

CHAP. VII.

LAWS *of the Game at* PIQUET.

I.

THE Elder-hand is obliged to lay out one Card.

II.

If the Elder-hand takes in one of the three Cards which belong to the Younger-hand, he loſes the Game.

III.

If the Elder-hand, in taking his five Cards, ſhould happen to turn up a Card belonging to the Younger-hand, he is to reckon nothing that Deal.

IV.

If the Elder or Younger-hand play with thirteen Cards, he counts nothing.

V.

If the Elder-hand has thirteen Cards dealt him, it is in his Option whether he will ſtand the Deal or not; and if he chuſes to ſtand the Deal, he is to diſcover it, and to diſcard five Cards, and to take in four only.

VI.

If the Elder or Younger-hand reckons what they have not, they count nothing.

VII.

If the Elder-hand touches the Stock after he has difcarded, he cannot alter his Difcard.

VIII.

If a Card is faced, and it happens to be difcovered, either in the Dealing or in the Stock, there muft be a new Deal, unlefs it be the bottom Card.

IX.

If the Dealer turns up a Card in dealing, belonging to the Elder-hand, it is in the Option of the Elder-hand to have a new Deal.

X.

If the Younger-hand takes in five Cards, it is the Lofs of the Game, unlefs the Elder-hand has left two Cards.

XI.

If the Elder-hand calls forty-one for his Point, which happens to be a *Quart-Major*, and it is allowed to be good, and only reckons four for it, and plays away, in this Cafe he is not intitled to count more.

XII.

If the Elder-hand fhews a *Point*, or *Quart*, or *Terce*, and afks if they are good, and after-

wards forgets to reckon any of them, it bars the Younger-hand from reckoning any of equal Value.

XIII.

Quarte-Blanche counts firſt, and conſequently ſaves Piques and Repiques: It alſo piques and repiques the Adverſary, in the ſame Manner, as if thoſe Points were reckoned on any other Way.

XIV.

Quarte-Blanche reckons before any Thing elſe; but need not be ſhewn till the Adverſary has firſt diſcarded; only, if you are Elder-hand, you muſt bid the Younger-hand to diſcard for *Quarte-Blanche*; which after he has done, you ſhew your *Blanche* by counting your Cards down one after another.

XV.

You are to cut two Cards at the leaſt.

XVI.

If you call a Point, and do not ſhew it, you reckon nothing for it; and the Younger-hand may ſhew, and reckon his Point.

XVII.

If you play with eleven Cards, or fewer, no Penalty attends it.

XVIII.

If the Elder-hand leaves a Card, and after he has taken in, he happens to put to his Diſcard the four Cards taken in, they muſt remain

with

with his Discard, and he only play with eight Cards, *viz.* those added to his Discard.

XIX.

If the Younger-hand leave a Card or Cards, and mixes it with his Discard before he has shewn it to the Elder-hand, who is first to tell him what he will play, the Elder-hand is intitled to see his whole Discard.

XX.

If the Younger-hand leaves a Card or Cards, and does not see them, nor mixes them to his Discard, the Elder-hand has no Right to see them; but then they must remain separate whilst the Cards are playing, and the Younger-hand cannot look at them neither all that while.

XXI.

If the Younger-hand leaves a Card or Cards, and looks at them, the Elder-hand is intitled to see them, first declaring what Suit he will lead.

XXII.

If the Dealer deals a Card too many, or too few, it is in the Option of the Elder-hand to have a new Deal; but if he stands the Deal, he must leave three Cards for the Younger-hand.

XXIII.

You are, in the first Place, to call your Point; and if you have two Points, if you design to reckon the highest, you are to call that first, and are to abide by your first Call.

XXIV.

You are to call your *Terces*, *Quarts*, *Cinques*, &c. next; and to call the higheſt of them, in caſe you deſign to reckon them.

XXV.

You are to call a *Quatorze* preferable to three Aces, *&c.* if you deſign to reckon them.

XXVI.

If you call a *Terce*, having a *Quart* in your Hand, you muſt abide by your firſt Call.

SOME

SOME

RULES and OBSERVATIONS

FOR

Playing well at CHESS.

I.

YOU ought to move your Pawns before you ſtir your Pieces, and afterwards to bring out your Pieces to ſupport them; therefore the Kings, Queens, and Biſhops Pawns ſhould be the firſt played, in order to open your Game well.

II.

You are not, therefore, to play out any of your Pieces early in the Game, becauſe you thereby loſe Moves, in caſe your Adverſary has it in his Power, by playing a Pawn upon them, to make them retire, and alſo opens his Game at the ſame Time; eſpecially avoid playing your Queen out, till your Game is tolerably well opened.

III. Avoid

III.

Avoid giving uſeleſs Checks, and never give any, unleſs you thereby gain ſome Advantage, becauſe you may loſe the Move if he can either take or drive your Piece away.

IV.

Never crowd your Game by having too many Pieces together, for fear of choaking up your Paſſage, ſo as to hinder your advancing or retreating your Men as Occaſion may require.

V.

If your Game happens to be crowded, endeavour to free it by making Exchanges of Pieces or Pawns, and caſtle your King as ſoon as you conveniently can.

VI.

Endeavour to crowd the Adverſary's Game, which is to be done thus: When he plays out his Pieces before he does his Pawn, you are to attack them as ſoon as you can with your Pawns, by which you may make him loſe Moves, and conſequently crowd him.

VII.

Never attack the Adverſary's King without a ſufficient Force; and if he attacks your King, and you have it not in your Power to attack his, you are to offer Exchanges with him; and if he retires, when you preſent a Piece to exchange,

change, he may lose a Move, and consequently you gain an Advantage.

VIII.

Play your Men in so good Guard of one another, that if any Man you advance be taken, the adverse Piece may also be taken by that which guarded yours; and for this Purpose, be sure to have as many Guards to your Piece, as ~~you~~ see your Adversary advances Pieces upon it; and if you can, let them be of less Value than those he assails with. If you find that you can't well support your Piece, see if, by attacking one of his that is better, or as good, whether you can't thereby save yours.

IX.

Never make an Attack but when well prepared for it, nor give useless Checks, for thereby you open your Adversary's Game, and make him ready prepared to pour in a strong Attack upon you, as soon as your weak one is over.

X.

Never play any Man till you have examined whether you are free from Danger by your Adversary's last Move; nor offer to attack till you have considered what Harm he would be able to do you by his next Moves, in Consequence of yours, that you may prevent his Designs, if hurtful, before it be too late.

XI. When

XI.

When your Attack is in a proſperous Way, never be diverted from purſuing your Scheme (if poſſible) on to giving him Mate, by taking any Piece, or other Advantage, your Adverſary may purpoſely throw in your Way, with the Intent, that by your taking that Bait, he might gain a Move that would make your Deſign miſcarry.

XII.

When you are purſuing a well-laid Attack, but find it neceſſary to force your Way through your Adverſary's Defence, with the Loſs of ſome Pieces; if, upon counting as many Moves forward as you can, you find a Proſpect of Succeſs, ruſh on boldly, and ſacrifice a Piece or two to gain your End: Theſe bold Attempts make the fineſt Games.

XIII.

Never let your Queen ſtand ſo before your King, as that your Adverſary, by bringing a Rook or a Biſhop, might check your King if ſhe were not there, for you might hardly chance to ſave her.

XIV.

Let not your Adverſary's Knight (eſpecially if duly guarded) come to check your King and Queen, or your King and Rook, or your Queen and Rook, or your two Rooks, at the ſame

ſame Time; for in the two firſt Caſes, the King being forced to go out of Check, the Queen or the Rook muſt be loſt; and in the two laſt Caſes, a Rook muſt be loſt, at beſt, for a worſe Piece.

XV.

Take Care that no guarded Pawn of your Adverſary's fork two of your Pieces.

XVI.

When the Kings have caſtled on different Sides of the Board, the Adverſary muſt advance upon the other King the Pawns he has on that Side of the Board, taking Care to bring his Pieces, eſpecially his Queen and Rooks, to ſupport them; and the King that has caſtled, is not to ſtir his three Pawns till forced to it.

XVII.

In playing the Game, endeavour to have a Move, as it were in Ambuſcade; what is meant by it, is to place the Queen, Biſhop, or Rook behind a Pawn, or a Piece in ſuch a Manner, as that upon playing that Pawn, or Piece, you diſcover a Check upon your Adverſary's King, and conſequently may often get a Piece, or ſome other Advantage by it.

XVIII.

Never guard an inferior Piece with a better, if you can do it with a Pawn, becauſe that better

better Piece may in that Caſe be, as it were, out of Play; for the ſame Reaſon, you ought not to guard a Pawn with a Piece, if you have it in your Power to guard it with a Pawn.

XIX.

A Pawn paſſed, and well ſupported, often coſts the Adverſary a Piece. And if you play to win the Game only, whenever you have gained a Pawn, or any other Advantage, and are not in Danger of loſing the Move thereby, make as frequent Exchanges of Pieces as you can.

XX.

If you have three Pawns each upon the Board, and no Piece, and you have one of your Pawns on one Side of the Board, and the other two on the other Side, and your Adverſary's three Pawns are oppoſite to your two Pawns, march with your King, as ſoon as you can, to take his Pawns; and if he goes with his King to ſupport them, go on to Queen with your ſingle Pawns, and if he goes to hinder him, take his Pawns, and puſh the others to Queen. This ſhews the Advantage of a paſs'd Pawn.

XXI.

At the latter End of a Game, each Party having only three or four Pawns on different Sides of the Board, the Kings are to endeavour to gain the Move, in order to win the Game.

Game. For Example: If you bring your King oppofite to your Adverfary's King, with only one Houfe between you, you will have gained the Move.

XXII.

When your Adverfary has his King and one Pawn on the Board, and you have your King only, you will never lofe that Game, if you can bring your King to be oppofite to your Adverfary's, when he is immediately either before, or on one Side of his Pawn, and there is only one Houfe between the Kings.

XXIII.

When your Adverfary has a Bifhop and one Pawn on the Rook's Line, and his Bifhop is not of the Colour that commands the Corner-houfe his Pawn is going to, and you have only your King, if you can get into that Corner you can't lofe that Game, but may win it by a Stale.

XXIV.

When you have greatly the Difadvantage of the Game, having only your Queen left in Play, and your King happens to be in the Pofition of Stale-Mate, keep giving Check to your Adverfary's King, always taking care not to check him where he can interpofe any of his Pieces that makes the Stale; fo doing, you will at laft force him to take your Queen, and

and then you win the Game, by being in a Stale-Mate.

XXV.

Never cover a Check with a Piece that a Pawn puſh'd upon it may take, for fear of only getting that Pawn for it.

XXVI.

Always take care that your Adverſary's King has a Move, for fear of giving a Stale-Mate; therefore don't crowd him up with your Pieces, leſt you inadvertently give one.

Explanations and Applications of ſome of the foregoing RULES *and* OBSERVATIONS.

I.

WHETHER you play the open Game, or the cloſe Game; be ſure you bring out all your Pieces into Play before you begin to attack: for if you don't, and your Adverſary does, you will always attack, or be attack'd, at a great Diſadvantage: This is ſo eſſential, that you had better forego an Advantage than deviate from it; and I may venture to pronounce, that no Perſon can ever play well at this Game, that does not put this Rule ſtrictly in Practice; and don't let any Body imagine, that theſe preparatory Moves are uſeleſs, becauſe he does not receive an immediate Advantage from them; they are juſt as neceſſary, as it is at Whiſt to deal thirteen Cards

Cards round before you begin to play. In order to bring out your Pieces properly, I would advise to push on your Pawns first, and support them with your Pieces; and you will receive this Advantage from it, that your Game won't be crowded: I mean by this, that all your Pieces will be at Liberty to play and assist each other, and so co-operate towards obtaining your End; and this farther is to be observed, that, either in your Attack, or Defence, you bring them out so as not to be drove back again.

II.

When you have brought out all your Pieces, as I have premised, which you will have done very well, especially if you have your Choice on which Side to castle (which I would always advise to do) I would then pause a while, and consider thoroughly my own and my Adversary's Game, and from his Situation, and observing where he is weakest, I would not only take my Resolution where to castle, but likewise where to begin my Attack; and it stands to Reason you can't do it in a better Place than where you are strongest, and your Enemy weakest. By this Method, it is very probable that you will be able to break through your Adversary's Game, in which Fray some Pieces must of Course be exchanged. But now pause again, and survey both Games attentively, and don't let your Impetuosity hurry you on too far with this first Success; and my Advice

Advice to you now in this critical Juncture (especially if you still find your Adversary pretty strong) is to rally your Men again, and put them in good Order for a second or third Attack, if needful, still keeping your Men close and connected together, so as to be of Use to each other: For want of this Method, and a little Coolness, I have often seen an almost sure Victory snatch'd out of a Player's Hands, and a total Overthrow ensue. But if, after all, you can't penetrate so far as to win the Game, nevertheless, by observing these Directions, I apprehend you may still be very sure of having a well-disposed Game; and this brings me to the third Part of the Game, which is the Conclusion.

III.

And now that I am come to the last Period of the Game, which abounds also with Difficulties and Niceties, it must be observed, where your Pawns are strongest, best connected together, and nearest to Queen; you must likewise mind how your Adversary's Pawns are disposed, and in what Degree of Preferment they are; and compare these Things together; and if you find you can get to Queen before him, you must proceed without Hesitation; if not, you must hurry on with your King to prevent him: I speak now, as supposing all the Noblemen are gone; if not, they are to attend your Pawns, and likewise

wiſe to prevent your Adverſary from going to Queen.

Some general RULES, *by Way of Corroboration and Supplement to what has been already ſaid.*

I.

DON'T be too much afraid of loſing a Rook for an inferior Piece: My Reaſon is this; although a Rook is better than any other, except the Queen, yet it ſeldom comes into Play, ſo as to operate, until the End of the Game; and therefore it happens very often, that it is better to have a leſs good Piece in Play than a better out.

II.

When you have moved a Piece, ſo that your Adverſary drives you away with a Pawn, take it for granted (generally ſpeaking) that it is a bad Move, your Enemy gaining that double Advantage over you of advancing himſelf, and making you retire: I think this deſerves Attention; for although the firſt Move may not be much between equal and good Players, yet the Loſs of one or two more, after the firſt, makes the Game almoſt irretrievable. Alſo, if you defend and can recover the Move, or the Attack (for they both go together) you are in a fair Way of winning.

III. If

III.

If you make ſuch a Move as that, having Liberty to play again, you can make nothing of it, take it for granted it is an exceeding bad one; for at this nice Game no Move can be indifferent.

IV.

If your Game is ſuch, that you have ſcarce any Thing to play, 'tis your own Fault, either for having brought out your Pieces wrong, or, which is worſe, not at all; for if you have brought them out right, you muſt have Variety enough to play.

V.

Don't be too much afraid of doubling a Pawn; three Pawns together are ſtrong, but four, that make a Square, with the Help of other Pieces well managed, make an invincible Strength, and, probably, in Time of Need, may produce you a Queen: On the other Side, two Pawns, with an Interval between, are no better than one; and if, imprudently, you ſhould have three over each other in a Line, your Game can't be in a worſe Situation: Examine this on the Table, and the Truth of it will ſtrike you. Your Buſineſs, therefore, is to keep your Pawns cloſe cemented and connected together, and it muſt be great Strength on the other Side that muſt overpower them.

VI. When

VI.

When a Piece is ſo attacked as that you cannot ſave it, give it up, and beſtow your Thoughts how to annoy your Enemy in another Place, whilſt he is taking it; for it very often happens, that whilſt your Adverſary is running madly after a Piece, you either get a Pawn or two, or ſuch a Situation as ends in his Deſtruction.

VII.

Suppoſing your Queen and another Piece are attacked at the ſame Time, and that by removing your Queen you muſt loſe your Piece: in this Caſe, if you can get two Pieces in Exchange for your Queen, I would adviſe you rather to do it than retire; for obſerve, 'tis the Difference of three Pieces, which is more than the Worth of a Queen; beſides that you keep your Game entire, and preſerve your Situation, which very often is better than a Piece; nay, rather than retire, I would give my Queen for a Piece, and a Pawn or two, nay, almoſt for what I can get; for do but obſerve, amongſt good Players, this one Thing, (to convince you this Advice is not bad) that when the Attack and Defence is thoroughly formed, and every Thing prepared for the Storm, if he that plays firſt is obliged by the Act of the Perſon that defends to retire, it generally ends in the Loſs of the Game of the attacked Side.

VIII.

Don't aim at changing without Reaſon; 'tis ſo far from being right, that a good Player will take this Advantage of it, that he will ſpoil your Situation, and mend his own: But in theſe following Caſes 'tis quite right; when you are ſtrongeſt, eſpecially by a Piece, then every Time you change, your Advantage increaſes; this is ſo plain it needs no Argument. Again, when you have played a Piece, and your Adverſary oppoſes one to you, change directly, for it is plain he wants to remove you; prevent him, therefore, and don't loſe the Move.

IX.

Every now and then I would have you caſt up your Game, and make the Balance, then take your Meaſures accordingly.

X.

At the latter End of the Game eſpecially, remember your King is a capital Piece, and don't let him be idle; 'tis by his Means, generally, you get the Move and the Victory.

XI.

Obſerve this alſo, that as the Queen, Rook, and Biſhop operate at a Diſtance, 'tis not always neceſſary in your Attack to have them near your Adverſary's King; they do better at a Diſtance,

a Diſtance, can't be drove away, and prevent a Stale-Mate.

XII.

When you have a Piece that you can take, and that can't eſcape you, don't be in a Hurry; ſee where you can make a good Move elſe-where, and take it at your Leiſure.

XIII.

'Tis not always right to take your Adverſary's Pawn with your King, for very often it happens to be a Safe-guard and Protection to your King.

XIV.

When you can take a Man with different Pieces, don't do it with the firſt that occurs, but conſider thoroughly with which you had beſt take it.

Laws at CHESS.

I.

If you touch your Man you muſt play it, and if you quit it you cannot recall it.

II.

If by Miſtake, or otherwiſe, you play a falſe Move, and your Adverſary takes no Notice of it till he hath played his next Move, neither of you can recall it.

III.

If you misſplace your Men, and play two Moves, it lieth in your Adverſary's Power, or Choice, whether he will permit you to begin the Game, or not.

IV.

If the Adverſary playeth or diſcovereth a Check to your King, and gives no Notice of it, you may let him ſtand ſo till he gives Notice.

V.

After your King has moved, you cannot caſtle.

End of the GAMES *of* PIQUET *and* CHESS.

A SHORT

TREATISE

On the GAME of

BACK-GAMMON.

CONTAINING,

A TABLE of the thirty-ſix Chances, with Directions how to find out the Odds of being hit, upon ſingle or double Dice.

Rules whereby a Beginner may, with due Attention to them, attain playing it well.

The ſeveral Stages for carrying your Men home, in order to loſe no Point.

How to find out who is forwardeſt to win a Hit.

Caſes ſtated for Back-Games, with Directions how to play for one.

Caſes ſtated, how to know when you may have the better of ſaving a Gammon by running.

Variety of Caſes of Curioſity and Inſtruction.

The Laws of the Game.

The EIGHTH EDITION.

By EDMOND HOYLE, Gent.

A SHORT
TREATISE
On the GAME of
BACK-GAMMON.

CHAP. I.

BECAUSE it is neceſſary for a Learner to know, how many Points he ought to throw upon the two Dice, one Throw with another, we ſhall take the following Method to demonſtrate it.

EXAMPLE.

I would know how many Chances there are upon two Dice?

The Anſwer is thirty-ſix.

I would alſo know how many Points there are upon the Thirty-ſix Chances?

The Anſwer to which take as follows:

Viz.		*Points.*
2 Aces	— —	4
2 Deuces	— —	8
2 Trois	— —	12
2 Fours	— —	16
2 Fives	— —	20
2 Sixes	— —	24
6 and 5 twice	— —	22
6 and 4 twice	— —	20
6 and 3 twice	— —	18
6 and 2 twice	— —	16
6 and 1 twice	— —	14
5 and 4 twice	— —	18
5 and 3 twice	— —	16
5 and 2 twice	— —	14
5 and 1 twice	— —	12
4 and 3 twice	— —	14
4 and 2 twice	— —	12
4 and 1 twice	— —	10
3 and 2 twice	— —	10
3 and 1 twice	— —	8
2 and 1 twice	— —	6

—*Points.*

Divided by 36 { 294 / 288 } 8

———

6

294 divided by 36, ſolves the Queſtion; by which it appears, that one Throw with another you may expect to throw 8 upon two Dice.

I would

I would know how many Chances there are upon 2 Dice?

The Anſwer is 36, which are as follows:

	2 Sixes	—	—	1
	2 Fives	—	—	1
	2 Fours	—	—	1
	2 Trois	—	—	1
	2 Deuces	—	—	1
*	2 Aces	—	—	1
	6 and 5 twice	—	—	2
	6 and 4 twice	—	—	2
	6 and 3 twice	—	—	2
	6 and 2 twice	—	—	2
*	6 and 1 twice	—	—	2
	5 and 4 twice	—	—	2
	5 and 3 twice	—	—	2
	5 and 2 twice	—	—	2
*	5 and 1 twice	—	—	2
	4 and 3 twice	—	—	2
	4 and 2 twice	—	—	2
*	4 and 1 twice	—	—	2
	3 and 2 twice	—	—	2
*	3 and 1 twice	—	—	2
*	2 and 1 twice	—	—	2
				36

Becauſe a Learner may be at a Loſs to find out, by this Table of 36 Chances, what are the Odds of being hit, upon a certain, or flat Die, let him take the following Method.

EXAMPLE.

To know the Odds of being hit upon an Ace?

Look in the Table, where you will find thus * marked,

* 2 Aces	—	— —	1
* 6 and 1 twice		— —	2
* 5 and 1 twice		— —	2
* 3 and 1 twice		— —	2
* 4 and 1 twice		— —	2
* 2 and 1 twice		— —	2
		Total	11
		Which deducted from	36
		The Remainder is	25

By this Method it appears, that it is 25 to 11 against hitting an Ace, upon a certain, or flat Die.

The like Method may be taken with any other flat Die, as you have ſeen with the Ace.

I would know what are the Odds of entering a Man upon 1, 2, 3, 4, or 5 Points?

Anſwer. *Reduced.*

			for.		*againſt.*		*for.*		*againſt.*
To enter it	upon 1 Point	is	11	to	25	or about	4	to	9
	upon 2 Points		20		16		5		4
	upon 3 Points		27		9		3		1
	upon 4 Points		32		4		8		1
	upon 5 Points		35		1		35		1

I would know what are the Odds of hitting, with any Chance, in the Reach of a single Die?

		Answer.				*Reduced.*	
		for.	*against.*			*for.*	*against.*
To hit	upon 1 is	11 to	25	or about		4	9
	upon 1	12	24			1	2
	upon 3	14	22			2 to	3
	upon 4	15	21			5	7
	upon 5	15	21			5	7
	upon 6	17	19			$8\frac{1}{2}$	$9\frac{1}{2}$

I would know what are the Odds of hitting with double Dice? which are as follows:

Answer.			*for.*		*against.*		*Reduced.* *for.*		*against.*
To hit upon 7		is	6	to	30	or about	1	to	5
upon 8			6		30		1		5
upon 9			5		31		1		6
upon 10			3		33		1		11
upon 11			2		34		1		17
upon 12	(or 2 6's)		1		36		1		35

4

To

To explain farther to a Learner how to make uſe of the Table of 36 Chances, when at a Loſs to find the Odds of being hit upon any certain or flat Die, this ſecond Example is here added to ſhew how to find by that Table the Odds of being hit upon a 6.

2 Sixes	—	—	1
2 Trois	—	—	1
2 Deuces	—	—	1
6 and 5 twice	—	—	2
6 and 4 twice	—	—	2
6 and 3 twice	—	—	2
6 and 2 twice	—	—	2
6 and 1 twice	—	—	2
5 and 1 twice	—	—	2
4 and 2 twice	—	—	2
			17
		Which deducted from	36
		Remainder is—	19

By the foregoing Example it is evident, that it is 19 to 17 againſt being hit upon a 6.

The Odds of	2 Love is about	5 to	2.
and of	2 to 1	is 2	1.
and of	1 Love	is 3	2.

CHAP.

CHAP. II.

I.

IF you play three up at *Back-gammon*, your principal View, in the firſt Place, is, either to ſecure your own or your Adverſary's *Cinque* Point; when that is effected, you may play a puſhing Game, and endeavour to gammon your Adverſary.

II.

The next beſt Point (after you have gained your *Cinque* Point) is to make your *Barr* Point, thereby preventing your Adverſary's running with 2 Sixes.

III.

After you have proceeded thus far, you are, in the next Place, to prefer the making your *Quatre* Point in your own Tables, rather than the *Quatre* Point out of them.

IV.

Having gained theſe Points, you have a fair Chance to gammon your Adverſary, if he is very forward: For, ſuppoſe his Tables are broke at home, it will be then your Intereſt to open your *Barr* Point, and to oblige him to come out of your Tables with a 6; and having your Men ſpread, you not only may catch that Man which your Adverſary brings out of your Tables, but you will alſo have a Probability of taking

taking up the Man left in your Tables, (upon Supposition that he had two Men there.) And suppose he should have a Blot at home, it will then be your Interest not to make up your Tables; because, if he should enter upon a Blot, which you are to make for the Purpose, you will have a Probability of getting a third Man; which, if accomplished, will give you, at least, 4 to 1 of the Gammon; whereas, if you have only two of his Men up, the Odds is in his Favour that you do not gammon him.

V.

If you play for a Hit only, 1 or 2 Men taken up of your Adversary's, makes it surer than a greater Number, provided that your Tables are made up.

VI.

DIRECTIONS *how to carry your Men home.*

When you carry your Men home, in order to lose no Point, you are to carry the most distant Man to your Adversary's Barr Point, that being the first Stage you are to place it on; the next Stage is 6 Points farther, *viz.* in the Place where your Adversary's 5 Men are first placed out of his Tables; the next Stage is upon the sixth Point in your Tables. This Method is to be pursued till all your Men are brought home, except 2, when by losing a Point, you may often save your Gammon, by

putting it in the Power of 2 Fives, or 2 Fours to ſave it.

VII.

If you play to win a Hit only, you are to endeavour to gain either your own or your Adverſary's *Cinque* Point; and if that fails, by your being hit by your Adverſary, and you find that he is forwarder than you, in that Caſe you muſt throw more Men into his Tables. The Manner of doing it is thus: Put a Man upon your *Cinque* or Barr Point, and if your Adverſary neglects to hit it, you may then gain a forward Game inſtead of a back Game; but if he hits you, you muſt play for a back Game, and then the greater Number of Men which are taken up, makes your Game the better, becauſe you will, by that Means, preſerve your Game at home; and you muſt then always endeavour to gain both your Adverſary's Ace and Trois Points, or his Ace and Deuce Points, and take Care to keep 3 Men upon his Ace Point, that if you chance to hit him from thence, that Point may remain ſtill ſecure to you.

VIII.

At the Beginning of a Set do not play for a back Game, becauſe by ſo doing you would play to a great Diſadvantage, running the Riſk of a Gammon to win a ſingle Hit.

CHAP. III.

DIRECTIONS *for playing at setting out the 36 Chances of the Dice, when you are to play for a Gammon, or for a single Hit.*

I.

TWO Aces, to be played on your Cinque Point, and Barr Point, for a Gammon or for a Hit.

II.

Two Sixes, to be played on your Adversary's Barr Point, and on your own Barr Point, for a Gammon, or for a Hit.

III.

* Two Trois, two to be played on your Cinque Point, and the other two on your Trois Point in your own Tables, for a Gammon only.

IV.

† Two Deuces, to be played on your Quatre Point in your own Tables, and two to be brought over from the five Men placed in your Adversary's Tables, for a Gammon only.

V.

‡ Two Fours, to be brought over from the five Men placed in your Adversary's Tables, and to be put upon the Cinque Point in your own Tables, for a Gammon only.

VI. Two

VI.

Two Fives, to be brought over from the five Men placed in your Adverſary's Tables, and to be put on the Trois Point in your own Tables, for a Gammon, or for a Hit..

VII.

Size Ace, you are to take your Barr Point, for a Gammon, or for a Hit.

VIII.

Size Deuce, a Man to be brought from the five Men placed in your Adverſary's Tables, and to be placed on the Cinque Point in your own Tables, for a Gammon, or for a Hit.

IX.

Six and Three, a Man to be brought from your Adverſary's Ace Point, as far as he will go, for a Gammon, or for a Hit.

X.

Six and Four, a Man to be brought from your Adverſary's Ace Point, as far as he will go, for a Gammon, or for a Hit.

XI.

Six and Five, a Man to be carried from your Adverſary's Ace Point, as far as he can go, for a Gammon, or for a Hit.

XII. Cinque

XII.

Cinque and Quatre, a Man to be carried from your Adversary's Ace-Point, as far as he can go, for a Gammon, or for a Hit.

XIII.

Cinque Trois, to make the Trois Point in your Table, for a Gammon, or for a Hit.

XIV.

Cinque-Deuce, to play two Men from the 5 placed in your Adversary's Tables, for a Gammon, or for a Hit.

XV.

* Cinque-Ace, to bring one Man from the 5 placed in your Adversary's Tables for the Cinque, and to play one Man down on the Cinque Point in your own Tables for the Ace, for a Gammon only.

XVI.

Quatre-Trois, two Men to be brought from the 5 placed in your Adversary's Tables, for a Gammon, or for a Hit.

XVII.

Quatre-Deuce, to make the Quatre Point in your own Tables, for a Gammon, or for a Hit.

XVIII. † Quatre-

XVIII.

† Quatre-Ace, to play a Man from the 5 placed in your Adverſary's Table fŏr the Quatre, and for the Ace, to play a Man down upon the Cinque Point in your own Tables, for a Gammon only.

XIX.

Trois-Deuce, two Men to be brought from the 5 placed in your Adverſary's Tables, for a Gammon only.

XX.

Trois-Ace, to make the Cinque Point in your own Tables, for a Gammon, or for a Hit.

XXI.

* Deuce-Ace, to play one Man from the 5 Men placed in your Adverſary's Tables for the Deuce; and for the Ace, to play a Man down upon the Cinque Point in your own Tables, for a Gammon only.

CHAP. IV.

DIRECTIONS *how to play the Chances that are marked thus (*) when you are only to play for a Hit.*

I.

* TWO Trois, two of them are to be played on your Cinque Point in your own Tables, and with the other two you are to take the Quatre Point in your Adverſary's Tables.

II. † Two

II.

† Two Deuces, two of them are to be played on your Quatre Point in your own Tables, and with the other two you are to take the Trois Point in your Adversary's Tables.

The two foregoing Cases are to be played in this Manner, for this Reason, *viz.* That thereby you avoid being shut up in your Adversary's Tables, and have the Chance of throwing high Doublets to win the Hit.

III.

* Two Fours, two of them are to take your Adversary's Cinque Point in his Tables; and for the other two, two Men are to be brought from the five placed in your Adversary's Tables.

IV.

1. *Cinque-Ace, play the Cinque from the five Men placed in your Adversary's Tables, and play the Ace from your Adversary's Ace Point.

V.

2. * Quatre-Ace, play the Quatre from the five Men placed in your Adversary's Tables, and play the Ace from the Men on your Adversary's Ace Point.

VI.

3. * Deuce-Ace, play the Deuce from the five Men placed in your Adversary's Tables, and play the Ace from your Adversary's Ace Point.

N. B. The

N. B. The three laſt Chances are played in this Manner, for the following Reaſon: By laying an Ace down in your Adverſary's Tables, you have a Probability of throwing Deuce, Ace, Trois Deuce, Quatre Trois, or Size Cinque, in two or three Throws; in any of which Caſes you are to take a Point, which gives you vaſtly the better of the Hit.

You may obſerve, by the Directions given in this Chapter, that you are to play 9 Chances out of the 36 in a different Manner for a ſingle Hit, to what you would do when playing for a Gammon.

In this, and the foregoing Chapter, plain Directions are given, how, at ſetting out, to play all the Chances on the Dice, either for a Gammon, or a ſingle Hit; but it is impoſſible to give full Inſtructions for the whole Progreſs of the Game; all that can be done towards helping a Learner, is to communicate ſome *Obſervations*, *Hints*, and *Cautions*, which, if attended to, may be of Uſe to him.

CHAP.

CHAP. V.

Some OBSERVATIONS, HINTS, *and* CAUTIONS, *which are to be attended to.*

I.

BY the Directions given to play for a Gammon, you are voluntarily to make some Blots, the Odds being in your Favour, that they are not hit; but should it so happen, that any Blot is hit, as in this Case you will have three Men in your Adversary's Tables, you must then endeavour to secure your Adversary's Cinque, Quatre, or Trois Point, to prevent a Gammon, and must be very cautious how you suffer your Adversary to take up a fourth Man.

II.

Take Care not to crowd your Game at any Time, if possible. What is meant by crowding a Game, is the putting many Men either upon your Trois or Deuce-Point in your own Tables; which is, in Effect, losing of those Men, by not having them in Play.

Besides, by crowding your Game, to attempt to save a Gammon, you are often gammoned; because, when your Adversary finds your Game open, by being crowded in your own Tables, he may then play his Game as he thinks fit.

III. By

III.

By Recourſe had to the Calculations, you may know what are the Odds of your entering a ſingle Man upon any certain Number of Points, and by that Means you may play your Game accordingly.

IV.

If you are obliged to leave a Blot, by Recourſe had to the Calculations for hitting it, you will find the Chances for and againſt you; and conſequently you will be enabled to judge how to play your Game to the greateſt Advantage.

V.

You will alſo find by the Calculations, the Odds for and againſt you, upon being hit by double Dice, and conſequently you will have it in your Power to chuſe ſuch a Method of Play as is moſt to your Advantage.

VI.

If it is neceſſary to make a Run, in order to win a Hit, and you would know to a Point which is forwardeſt, your Adverſary or you, take the following Method:

Begin with reckoning how many Points you muſt have to bring home to your Size Point in your own Tables, the Man that is at the greateſt Diſtance from it, and do the like by every other Man that is abroad; when the

Numbers of thofe Abfentees are fummed up, add to them the following Numbers for thofe already in your own Tables (fuppofing the Men that were abroad as on your Size Point for bearing) namely, fix for every Man on the Size Point, five for every Man on the Cinque Point, four for every Man on the Quatre Point, three for every Man on the Trois Point, two for every Man on the Deuce Point, and one for every Man on your Ace Point. Do the like to your Adverfary's Game, and then you will know which of you is forwardeft, and likelieft to win the Hit.

CHAP. VI.

OBSERVATIONS and DIRECTIONS *for a Learner that has made ſome Progreſs at* Back-Gammon; *particularly* DIRECTIONS *for* BEARING *his Men.*

I.

IF your Adverſary is greatly before you, never play a Man from your Quatre, Trois, or Deuce Points, in order to bear that Man from the Point where you put it, becauſe that nothing but high Doublets can give you any Chance for the Hit: therefore, inſtead of playing an Ace or a Deuce from any of the aforeſaid Points, always play them from your Size or higheſt Point; by which Means you will find, that throwing two Fives, or two Fours, will, upon having eaſed your Size and Cinque Points, be of great Advantage to you: Whereas, had your Size Point remained loaded, you muſt, perhaps, be obliged to play at length thoſe Fives and Fours.

II.

Whenever you have taken up two of your Adverſary's Men, and that you happen to have two, three, or more Points made in your own Tables, never fail ſpreading your Men, in order either to take a new Point in your Tables, or to be ready to hit the Man your Adverſary may

happen to enter. As ſoon as he enters one of his Men, you are to compare his Game with yours; and if you find your Game equal to his, or better, never fail taking his Man up, if you can, becauſe it is 25 to 11 againſt his hitting you; which Chance being ſo much in your Favour, you ought always to run that Riſk, when you have already two of his Men up.

There is this Exception to this Rule, that if you play for a ſingle Hit only, and that your playing that Throw otherwiſe gives you a better Chance for the Hit, you ought not to take up that Man.

III.

Never be deterred from taking up any one Man of your Adverſary's, by the Apprehenſion of his hitting you with double Dice, becauſe the faireſt Probability your Adverſary has of hitting you, is 5 to 1 againſt him.

IV.

If you ſhould happen to have five Points in your Tables, and to have taken up one of your Adverſary's Men, and are obliged to leave a Blot out of your Tables, take Care, if it is in your Power, rather to leave it upon Doublets, than any other Chance, becauſe Doublets are 35 to 1 againſt his hitting you, and any other Chance is but 17 to 1 againſt him.

V. Two

V.

Two of your Adverſary's Men in your Tables are better, for a Hit, than any greater Number, provided your Game is forwardeſt, becauſe his having three or more Men in your Tables, gives him more Chances to hit you, than if he had only two Men in them.

VI.

If you are to leave a Blot upon your entering of a Man upon your Adverſary's Tables, or otherwiſe, and have it in your Choice to leave it upon what Point you pleaſe, always chuſe that which is the moſt diſadvantageous to him. To illuſtrate this by an Example, let us ſuppoſe it is his Intereſt to hit you or take you up as ſoon as you enter, in that Caſe you are to leave the Blot upon his loweſt Point; that is to ſay, upon his Deuce Point, rather than upon his Trois Point, or upon his Trois Point preferably to his Quatre Point, or upon his Quatre Point preferably to his Cinque Point; becauſe (as has been mentioned before) all the Men your Adverſary plays upon his Trois, or his Deuce Points, are deemed as loſt, being in a great Meaſure out of Play, thoſe Men not having it in their Power to make his Cinque Point, and conſequently his Game will be crowded there and open elſewhere, whereby you will be able alſo much to annoy him.

VII.

To prevent your Adversary from bearing his Men to the greatest Advantage, when you are running to save your Gammon; as, for Instance, suppose you should have two Men upon his Ace Point, and several other Men abroad, tho' you should lose one Point or two in putting your Men into your Tables, yet it is your Interest to leave a Man upon your Adversary's Ace Point; which will have this Consequence, that it will prevent his bearing his Men to his greatest Advantage, and will also give you the Chance of his making a Blot, which you may chance to hit. But if, upon a Calculation, you find that you have a Throw, or a Probability of saving your Gammon, never wait for a Blot, because the Odds are greatly against hitting it.

CHAP. VII.

CASES, put by Way of Example, to shew how to calculate the Odds of saving or winning a Gammon.

I.

SUPPOSE your Tables are made up, and that you have taken up one of your Adversary's Men; and suppose your Adversary has so many Men abroad as require three Throws to put them in his Tables:

Query. Whether you have the better of a Gammon or not?

Answer. It is about an equal Wager that you gammon him.

Because, in all Probability, you will have bore two Men before you open your Tables, and when you bear the third Man, you will be obliged to open your Size or Cinque Point; in that Case it is probable, that your Adversary must take two Throws before he enters his Man in your Tables, and two Throws more before he puts that Man into his own Tables, and three Throws more to put into his own Tables the Men which he has abroad, which in all make seven Throws: And as you have twelve Men to bear, these probably will take seven Throws in bearing, because you may twice be obliged to make an Ace, or a Deuce, before you can bear all your Men.

 N. B.

N. B. No Mention is made of Doublets of either Side, that Event being equal to each Party.

The foregoing Caſe being duly attended to ſhews it is in your Power to calculate very nearly the Odds of ſaving or winning a Gammon upon moſt Occaſions.

II.

Suppoſe I have three Men upon my Adverſary's Ace Point, and five Points in my Tables, and that my Adverſary has all his Men in his Tables, three upon each of his five higheſt Points:

Query. Whether the Probability is for his gammoning me, or not?

Anſwer.	*Points.*
For his bearing 3 Men from his 6 Point, is	18
from his 5 Point, —	15
from his 4 Point, —	12
from his 3 Point, —	9
from his 2 Point, —	6
Total ———	60

To bring my 3 Men from my Adversary's Ace Point, to my Size Point in my Tables, being for each 18 Points, make in all —— —— 54

The Remainder is 6

And as, besides the six Points in your Favour, there is a further Consideration to be added for you, which is, that your Adversary may make one or two Blots in bearing, as is frequently the Case. You see by this Calculation, that you have greatly the better of the Probability of saving your Gammon.

N. B. This Case is supposed upon an Equality of throwing.

III.

Suppose I leave two Blots, either of which cannot be hit but by double Dice: to hit the one, that Cast must be eight, and to hit the other it must be nine; by which Means my Adversary has only one Die to hit either of them.

Query.

What are the Odds of his hitting either of these Blots?

Answer.

The Chances on two Dice are in all — 36

The Chances to hit 8 are,	6 and 2 twice, ——	2
	5 and 3 twice, ——	2
	2 Deuces, — ——	1
	2 Fours, — ——	1
The Chances to hit 9 are,	6 and 3 twice, ——	2
	5 and 4 twice, ——	2
	2 Trois, — ——	1

Total Chances for hitting, —— 11

Remain Chances for not hitting, — 25

So that it is 25 to 11 that he will not hit either of those Blots.

IV.

To give another Example, let us suppose that I leave two other Blots than the former, which cannot be hit but by double Dice, the one must be hit by eight, and the other by seven.

Query.

What are the Odds of my Adversary's hitting either of these Blots?

Answer.

Answer.

The Chances on two Dice are in all, — 36.

The Chances to hit 8 are,	6 and 2 twice,	—	2
	5 and 3 twice,	—	2
	two Fours,	—	1
	two Deuces,	—	1
The Chances to hit 7 are,	6 and 1 twice,	—	2
	5 and 2 twice,	—	2
	4 and 3 twice,	—	2
Total Chances for hitting,		—	12
Remain Chances for not hitting,		—	24

Therefore it is two to one that I am not hit.

The like Method is to be taken with three, four, or five Blots upon double Dice; or with Blots made upon double and single Dice at the same Time; you are then only to find out (by the Table of 36 Chances) how many there are to hit any of those Blots, and add all together in one Sum, which subtract from the Number 36, which is the Whole of the Chances upon two Dice: So doing resolves any Question required.

V.

The following Cases are to shew a Way of calculating, which may be called a mechanical Way of solving of Questions of the like Nature.

 I would

I would know what are the Odds of throwing 7 twice, before 10 once?

Answer.

It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonſtrated as follows:

Suppoſe the Stake depending is nine Pounds, my firſt Throw entitles me to have one third Part of that Money, becauſe 7 has ſix Chances for it, and 10 has but three Chances, and therefore it is two to one.

	l.	*s.*	*d.*
For the firſt Throw, — —	3	0	0
Having taken 3 *l.* out of the 9 *l.* for the firſt Throw, the Remainder is 6 *l.* out of which a third Part is to be taken for the ſecond Throw	2	0	0
The Total is,	5	0	0
Remains,	4	0	0
The whole Stake is,	9	0	0

VI.

I would know what are the Odds of entering a Man upon any certain Point in two Throws?

Answer.

Suppoſe 36 Shillings is the whole Stake depending, I would know what is my Share of that Stake, having laid 18 Shillings that I enter

in two Throws? By the Calculations in the Table of 36 Chances, it is found that I have 11 Chances out of the 36 for entering the firſt Throw, for which therefore I am entitled to 11 out of the 36 Shillings.

	s.	*d.*
The Stake is, ——	36	0
For the firſt Throw, —	11	0
Remains, —	25	0
The Remainder, being 25 Shillings, is to be divided into 36 equal Parts, of which I am entitled to eleven of thoſe Parts, which makes 7*s.* 7*d.* ½ for the ſecond Throw, ——	7	7½
Adding this to the other 11 Shillings, makes my Share of the Stake to be,	18	7½
Then my Adverſary's Share will be,	17	4½
Total of the Stake.	36	0

Therefore it is very nearly 15 to 14 in Favour of entering a Man upon any certain Point in two Throws.

CHAP.

CHAP. VIII.

Critical Case for a Back Game.

I.

LET us suppose *A* plays the Fore-Game, and that all his Men are placed in the usual Manner:

For *B*'s Game let us suppose, that 14 of his Men are placed upon his Adversary's Ace Point, and 1 Man upon his Adversary's Deuce Point, and that *B* is to throw:

Query.

Which Game is likeliest to win the Hit?

Answer.

A's is the best by Gold to Silver, or 21 *for*, to 20 *against*; because, if *B* misses an Ace to take his Adversary's Deuce Point, which is 25 to 11 against him, *A* is, in that Case, to take up *B*'s Men in his Tables, either singly, or to make Points; and if *B* secures either *A*'s Deuce or Trois Point, in that Case, *A* is to lay as many Men down as possible, in order to be hit, that thereby he may get a Back-game.

When you are pretty well versed in the Game of Back-Gammon, by practising this Back-game, you will become a greater Proficient in the Game than by any other Method, because it clearly demonstrates the whole Power of the Back-game,

II. *Back-*

II. *Back-game.*

Let us ſuppoſe *A* to have five Men placed upon his Size Point, five Men upon his Quatre Point, and five Men upon his Deuce Point, all in his own Tables:

And let us ſuppoſe *B* to have 3 Men placed upon *A*'s Ace Point, 3 Men upon *A*'s Trois Point, and three Men upon *A*'s Cinque Point; let *B* alſo have three Men upon his Size Point in his own Tables, and three Men placed out of his Tables, in the uſual Manner:

Query.

Who has the better of the Hit?

Anſwer.

It is an equal Game; but, to play it critically, the Difficulty lies upon *B*, who is in the firſt Place to endeavour to gain his Cinque and Quatre Points in his own Tables; and, when that is effected, he is to play two Men from *A*'s Cinque Point, in order to oblige his Adverſary to blot, by throwing an Ace, which, if *B* hits, he will have the faireſt Probability of winning the Hit.

III. *Back-game.*

Suppoſe *A* has three Men upon *B*'s Ace Point, and three Men upon *B*'s Deuce Point, alſo three Men upon his Size Point in his own Tables, and three Men upon his uſual Point out

out of his Tables, and three Men where his five Men are usually placed in his Adversary's Tables:

And let us suppose *B* has his Men placed in the same Manner, both in his own and his Adversary's Tables, with this Difference only, *viz.* instead of having three Men put upon *A*'s Deuce Point, let him have three Men upon *A*'s Trois Point:

Query.

Who has the best of the Hit?

Answer.

A; because the Ace and Trois Points are not so good, for a Hit, as the Ace and Deuce Points in your Adversary's Tables, for this Reason; because when you are bearing your Men, you have the Deuce Point in your own Tables to play your Men upon, which often prevents your making a Blot, which must happen otherwise to your Adversary; and take Care to lay down Men to be hit as often as you can, in order to keep your Game backward, and for the same Reason, avoid hitting any Blots which your Adversary makes.

IV.

As a Case of Curiosity and Instruction.

Let us suppose *A* has his 15 Men upon *B*'s Ace Point, *B* is supposed to have his Barr Point, also his Size, Cinque, Quatre, and Trois Points in his own Tables:

Query.

Query.

How many Throws is *A* likely to take to bring his 15 Men into his own Tables, and to bear them?

Anſwer.

You may undertake to do it in ſeventy-five Throws.

It is Odds in *A*'s Favour that he throws an Ace in two Throws; it is alſo Odds in *A*'s Favour that he throws a Six in two Throws when theſe Events happen, *A* has a Probability of not wanting above two or three Throws to play till he has got all his fifteen Men into his own Tables: Therefore, by a former Rule laid down to bring your Men home, and alſo for bearing your Men, you may be able to find out the Probability of the Number of Throws required. *Note*, *B* ſtands ſtill, and does not play.

V.

A Caſe of Curioſity and Inſtruction.

Where *A* and *B* ſhall play as faſt as uſual, and yet *B* ſhall make the Hit laſt, probably, for many Hours.

We will ſuppoſe *B* to have bore 13 Men, and that *A* has taken up the two remaining Men.

And let us ſuppoſe that *A* has his 15 Men in *B*'s Tables, *viz.* three Men upon his Size Point, three upon his Cinque Point, three upon his Quatre Point, three upon his Trois Point, two upon his Deuce Point, and one upon his Ace Point:

The

The Method, which *A* is to take, is this: Let him bring his 15 Men home, by always securing six close Points, till *B* has entered his two Men, and brought them upon any certain Point; as soon as *B* has gained that Point, *A* must open an Ace, Deuce, or Trois, or all three; which effected, *B* hits one of them, and *A*, taking Care to have two or three Men in *B*'s Tables, is ready to hit that Man; and also, he being assured of taking up the other Man, has it in his Power to prolong the Hit to almost any Length, provided he takes Care not to open such Points, as two Fours, two Fives, or two Sixes, but always to open the Ace, Deuce, or Trois Points, for *B* to hit him.

VI.

I would know what are the Odds upon two Dice, for throwing two Sixes, two Fives, or two Fours, in three Throws? which, by mechanical Calculation, may be found thus:

Answer.

	s.	d.
Supposing 36 Shillings to be the Stake depending, the Thrower will be entitled to have for his first Throw	3	0:
Which deducted out of 36, remains 33; which divided again into 36 Parts, make so many Eleven Pences, out of which the Thrower is to have 3 for his second Throw —— ——	2	9

The Remainder, 30 Shillings and 3 Pence, is again to be divided into 36

Parts

Parts; dividing the 30 *s.* fo, make fo many Ten Pences, and the 3 Pence divided into fo many Parts, make fo many Thirds of Farthings, of which the Thrower is to have 3 Parts for his Share for his third Throw — — 2 $6\frac{1}{4}$

	s.	*d.*
for his third Throw — —	2	$6\frac{1}{4}$
Total for the Thrower,	8	$3\frac{1}{4}$

So that it is 27 *s.* 8 *d.* $\frac{3}{4}$ to 8 *s.* 3 *d.* $\frac{1}{4}$ againft the Thrower; which reduced into the fmalleft Number, is very nearly as 10 to 3, that two Sixes, two Fives, or two Fours, are not thrown in two Throws.

VII. *Back-game.*

Suppofe *A* to have 2 Men upon his Size Point in his own Tables, 3 Men upon his ufual Point out of his Tables, 2 Men upon the Point where his 5 Men are ufually placed in his Adverfary's Tables, 5 Men upon his Adverfary's Ace Point, and three Men upon his Adverfary's Quatre Point.

And let us fuppofe *B* to have 2 Men upon his Size Point in his own Tables, 3 Men upon his ufual Point out of his Tables, 2 Men upon the Point where his 5 Men are ufually placed in his Adverfary's Tables, 5 Men upon his Adverfary's Ace Point, and 3 Men upon his Adverfary's Trois Point.

Query.

Who has the faireft Chance to win the Hit?

Anfwer.

Answer.

A has, because he is to play either an Ace, or a Deuce, from his Adversary's Ace Point, in order to make both these Points as Occasion offers; and having the Quatre Point in his Adversary's Tables, he may more easily bring those Men away, if he finds it necessary, and he will also have a resting Place by the Conveniency of that Point, which at all Times in the Game will give him an Opportunity of running for the Hit, or staying, if he thinks proper. Whereas *B* cannot so readily come from the Trois Point in his Adversary's Tables.

CHAP. IX.

I.

LET us suppose *A* and *B* place their Men in the following Manner for a Hit:

Suppose *A* to have 3 Men upon his Size Point in his own Tables, 3 Men upon the usual Point out of his Tables, and 9 Men upon his Adversary's Ace, Deuce, and Trois Points, 3 Men to be placed upon each Point; and suppose *B*'s Men to be placed in his own, and in his Adversary's Tables, in the same Order and Manner.

The Result is, that the best Player ought to win the Hit; and the Dice are to be thrown for, the Situation being perfectly equal in *A*'s and *B*'s Game.

If *A* throws first, let him endeavour to gain his Adversary's Cinque Point; when that is effected,

effected, let him lay as many Blots as possible, to tempt *B* to hit him; for every Time that *B* hits them will be in *A*'s Favour, because it puts him backward; and let *A* take up none of *B*'s Men, for the same Reason.

A is always to endeavour to take care to have three Men upon each of his Adversary's Ace and Deuce Points; because when *B* makes a Blot, these Points will remain secure, and by Recourse had to a former Case (Numb. V. in the former Chapter) when *A* has bore 5, 6, or more Men, yet *A* may secure 6 close Points out of his Tables, in order to prevent *B* from getting his Man home: and by Recourse had to the Calculations, he may easily find out (in case he makes up his Tables) who has the better of the Hit; and if he finds that *B* is forwardest, he is then to endeavour to lay such Blots to be taken up by his Adversary, as may give him a Chance for taking up another Man, in case *B* should happen to have a Blot at home.

Those who play the foregoing Game well, may be ranked in the first Form.

II.

A Case of Curiosity.

A and *B* play at Back-Gammon, *A* has bore 13 Men, and has 2 Men to bear upon his Deuce Point, *B* has 13 Men in his own Tables, with two Men to enter. *B* is to throw, and to name the Throws both for himself and *A*, but not to hit a Blot of either Side:

Query.

Query.

What Throw is *B* to name for both Parties, in order to ſave his Gammon?

Anſwer.

B calls for himſelf 2 Aces, which enters his 2 Men upon *A*'s Ace Point. *B* alſo calls 2 Aces for *A*, and conſequently *A* cannot either bear a Man, nor play one; then *B* calls for 2 Sixes for himſelf, and carries one Man home upon his Size Point in his own Tables, and the other he places upon his Adverſary's Barr Point: *B* alſo calls Size-Ace for *A*, ſo that *A* has one Man left to bear, and then *B* calls for himſelf either 2 Sixes, 2 Fives, or 2 Fours, any of which bear a Man, in caſe he has Men in his Tables upon thoſe Points, and to ſave his Gammon.

II.

The following Queſtion is to be attended to, as being critical and inſtructive.

Suppoſe that both yours and your Adverſary's Tables are made up:

Alſo that you have 1 Man to carry home, but that he has 2 Men on your Barr Point to carry home, which lie in wait to catch your Man, and that if you paſs him you are to win the Hit: Suppoſe alſo that you have it in your Choice to run the Riſk of being hit, by 7, or by 8, both of which are Chances upon double Dice.

Query.

Which of theſe Chances is it beſt for you to venture?

Anſwer.

Anſwer.

That of 7, for the following Reaſons: *Firſt*, becauſe that the Chances of being hit by 7, or by 8, are equal.

Secondly, If he does not hit 7, you will then have in your Favour 23 Chances to 13, that by your next Throw you either hit him or paſs beyond him.

Thirdly, In caſe your ſecond Throw ſhould happen to be under 7, and that conſequently you cannot hit him, yet you may play that Caſt at home, and conſequently leave the Blot upon double Dice.

Whereas if, on the contrary, you had made Choice of leaving the Blot upon 8, you would have made a bad Choice, for the Reaſons following.

Firſt, Becauſe the Chances of being hit by 7, or by 8, are only equal.

Secondly, Becauſe, if you ſhould eſcape the being hit by 8, yet you would then have but 17 Chances in your Favour, againſt 19 for either hitting him, or paſſing beyond him by your next Throw.

Thirdly, In caſe your ſecond Throw ſhould happen to be Size-Ace, which is ſhort of him, you would then be obliged to play the Man that is out of your Tables, not being able to play the Six at home, and conſequently to leave a Blot to be hit by a ſingle (or flat) Die; which Event, upon Suppoſition that you play for 18 Shillings a Game, would entitle him to 11 Shillings of the whole Stake depending.

The

The LAWS *of* BACK-GAMMON.

1*st*. IF you take a Man from any Point, that Man must be played; the same must be done if two Men are taken from it.

2*d*. You are not understood to have played any Man, till you have placed him upon a Point, and quitted him.

3*d*. If you play with 14 Men only, there is no Penalty attending it, because by playing with a lesser Number than you are entitled to, you play to a Disadvantage, by not having the additional Man to make up your Tables.

4*th*. If you bear any Number of Men, before you entered a Man taken up, and which consequently you was obliged to enter, such Men, so borne, must be entered again in your Adversary's Tables, as well as the Man taken up.

5*th*. If you have mistaken your Throw, and played it, and if your Adversary has thrown, it is not in your or his Choice to alter it, unless both Parties agree to it.

End of the GAME *of* BACK-GAMMON.